# Jon Liu

236-591-5991 | Jonliu4242@gmail.com | Github: iliu4242

#### **EDUCATION**

#### **University of British Columbia**

Vancouver

Bachelor of Computer Science (GPA 4.33/4.33)

2024-present

• Relevant Coursework: Models of Computation; Software Construction. Data Structures and Algorithms.

#### **EXPERIENCE**

# **UBC Motion -** Software Developer

May 2025 - Present

- **Developed a scalable recycling pickup web app** for United We Can (600+ customers) using Next.js and Supabase, enabling real-time request management and driver coordination
- Utilized GitHub-based workflow with pull requests and code reviews to maintain code quality and streamline development through CI/CD pipelines

#### **Projects**

# **StudyBot** *React, Python*

September 2025

- Implemented a question generation service using OpenAI's API integrated with a FastAPI backend to produce sample questions from provided notes and exams.
- Developed a context-building pipeline that uses embedding and cosine similarity to improve question relevance.
- Implemented secure authentication using Auth0 for user access control and integrated MongoDB for user data management and storage

**Audio Reasoning Benchmarking Paper** *Python OpenAI Whisper Elevenlabs TTS* 2025

July 2025 - September

- **Built secure Docker containers** to execute and validate model generated code for reproducibility and system isolation.
- Developed an end-to-end pipeline to transcribe and evaluate audio clips using **Python**, **Elevenlabs TTS**, and **OpenAI whisper**.

# Lesson Plan Generator Typescript Express.js Firebase

August, 2025

- Built a scalable full-stack app that creates interactive lesson plans using React + Typescript on the
  frontend, and Express.js on the backend integrated with OpenAI API + Mammoth.js for content
  processing.
- Integrated Firebase Authentication and Firestore for persistent storage of user lesson plans.
- Built and deployed with CI/CD via GitHub Actions, hosting the project with Azure App Services.

# TFTdle Java Swing JUnit

February, 2025

- Developed an interactive Java GUI game using **Swing**, applying OOP principles for improved organization and maintainability
- Built **JUnit Jupiter** tests achieving > 98% coverage.

# **WORK EXPERIENCE** (Non-Tech)

- Richmond Mathnasium Math Instructor 2023 August 2024 September
  - Developed strong communication and problem-solving skills through explaining complex concepts to improve student comprehension and engagement.

#### **SKILLS**

- Languages: Java, HTML, CSS, Javascript, React, Python, Typescript, Node.js, C#
- Technologies: SoapUI, OpenAI api, ElevenLabs api, Google TTS api, Git/GitHub, Firebase, Azure