KERRY LIU

Mechatronics Engineering

CONTACT

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EDUCATION

University of Waterloo

Mechatronics Engineering, 2024

- Admitted with an average of 95%
- Relevant Courses: Digital Computation (C++/ Object Oriented Programming), Data Structure and Algorithm, Circuits

SKILLS

- C++
- Java
- RobotC (EV3 Robot)
- HTML/CSS
- Python (Self-taught)
- AutoCAD
- Solidworks
- Cubicon Cubicreator/GrabCAD
- Microsoft Office

AWARDS & CERTIFICATE

- Lifesaving Society of Markham Standard First Aid with CPR-C
- University of Waterloo Ranked **top 25%** in the **Euclid** Math Contest
- Ontario Scholar 2019

INTERESTS

- **Music:** Piano & Cucurbit Flute (both obtain a grade 8 level within 3 years)
- **Hobbies:** Hamster, Rubik's Cube (Self taught more than 10 different kinds)
- **Sports:** Badminton, Swimming (Certified Lifeguard)

SUMMARY OF QUALIFICATION

- Superior C++ and RobotC programming for EV3 Robots
- Java programming for mini puzzle game with various user interfaces
- 5+ websites creation using HTML and CSS
- 2D/3D Mechatronics System Design with AutoCAD and SolidWorks
- Excellent **communication** and **leadership** skills shown through projects and volunteering experiences
- Hands on skills with 3D Printing using Cubicon Cubicreator for prosthesis
- Competent in freehand sketching with knowledge on GD&T
- Proficient skills with Microsoft Office

EXPERIENCES

Mechanical Engineer - BioMechatronics Design Team (Unlimited Arm) September 2019 - Present

- Collaborated with 5+ team members to develop prostheses using 3D printing and received high appraisal by used patients
- Responsible for analyzing and optimizing the performance and expenses of printing materials in order to optimize the quantities and qualities

Patience Recovery Activity Organizer - Providence Healthcare Hospital June 2016 - June 2019

- Coordinated 5+ monthly entertaining events allowing 50+ patients to recover with positive attitudes
- Interacted with **20+** patients providing physical and mental support which eased the healing process
- Dedicated 250 + hours to this position while balancing with academics

Event Leader - Markham Children's Festival

August 2018

- Initiated and provided advises to the mayor and sponsors by collaborating with 10+ team members to develop a structured plan for 30+ exhibition stands
- Increased efficiency and customer sanctification by constructing a well-planed timeline for sub-events and performances

PROJECTS

Graphing Robot

October 2019 - December 2019

- Implemented a function-graphing system with Lego EV3 Robot through applications using C++ and RobotC programming
- Tested and analyzed code to ensure robot quality throughout the process
- Used **Solidworks** creation and **freehand sketches** to develop detailed mechanical drawings

TRON Day

September 2019

- Designed and constructed a robot arm with two degrees of freedom with detailed 3D freehand sketches and Bills of Materials
- Developed analytical and logical skills through the assembling process

Lights Out Mini Game

November 2018 - December 2018

 Programmed an interactive puzzle game through Java consisting a 5x5 grid of lights that will turn off in a specific pattern depending on user's method of approach