Andrew Liang

Software Developer

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Summary of Qualifications

- Strong enthusiasm for mobile applications based on experience in Android development.
- Other interests include UX / UI design, game development, and web development.
- Eager to learn new development tools, languages and design practices to broaden my abilities as a developer

Projects

Glide – (Java, XML, Android Studio)
July 2015 – January 2016
Mobile arcade game for Android based on glider mechanics. Led a team in building from the ground up towards publication while practicing proper object-oriented and Android design.

Labyrinth – (C, Tiva LaunchPad, Orbit BoosterPack)
November 2015
Maze game for the Orbit BoosterPack. Implemented Prim's algorithm in C to randomly generate unique mazes.

C60 – (PebbleJS, jQuery, HTML, CSS, Firebase)
Hack the North, September 2015
Real-time networking Pebble app which enables users to quickly share contact details with other nearby users. Responsible for designing and implementing the user interface using PebbleJS.

Buzz In – (Python, Pygame, Makey Makey)
December 2014
Pygame app which allows a game master to detect who "buzzes in" first. Designed for team trivia games, such as *Reach for the Top, using* a custom-built circuit board system.

Honours and Awards

President's Scholarship of Distinction
University of Waterloo (May 2015)
Awarded to students who have achieved an admission average of 95% or greater

Skills

- **Languages**: C/C++, Python, Java, XML, HTML, CSS
- **Frameworks:** Android SDK, Pygame, PebbleJS
- **Tools**: Android Studio, CloudPebble, Git, WordPress, Sketch
- **Other:** Object-oriented programming, UX design

Experience

Technical Editor, Webmaster
Molecular Physiology
December 2015 - Current
- Use HTML and CSS to maintain and edit *molphysiology.com*, a news journal which publishes news articles in the field of physiology

Lifeguard, Swim Instructor
YMCA of Greater Toronto
September 2013 - August 2015
- Gained teamwork and communication skills from working in a lifeguard team
- Developed sense of time management and initiative from creating lesson plans and submitting reports

Education

University of Waterloo (Waterloo, ON)
Candidate for Bachelor of Software Engineering

Interests and Activities

- Hacking, solving puzzles (e.g. Sudoku, crosswords)
- Graphical design
- Classical music, opera, theatre