Yihong Liu

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SKILLS

Technical skills

Java, Ruby, C/C++, C#, Python, Selenium, ASP .NET MVC, SQL, Linux, Git, Bash, Visual Studio

WORK EXPERIENCE

Axsium Group – Solutions Developer
Toronto ON, Jan 2019 – April 2019

- Spearheaded development and maintenance of 3 automated test suites allowing for proper **regression testing**
  - **Ruby Cucumber** for web testing, **Java Selenium** for web testing, **Java Selenium + Appium** for Android testing
  - Increased robustness of regression test code
    - **Ruby Cucumber**: reduced false failures from 900 to 150 in 3 months
    - **Selenium + Appium**: designed robust retry system, reducing false failures from 13 to 0
  - Refactored Java Selenium test suite to increase efficiency of future development
- Wrote **Ruby** script to reduced time required to insert large amounts of data into test database by automatically generating **SQL** insert statements from CSV files.
- Assisted in the development of enterprise web application using **ASP .NET MVC**

Ape Apparel, Junior Achievement – Co-Owner
Calgary AB, Oct 2017 – April 2018

- Created and operated a company as a part of an entrepreneurial program
- Demonstrated strong **teamwork**, **communication,** and **planning** skills allowing for the timely production and delivery of t-shirts
- Resolved disagreements with strong **conflict resolution** skills, allowing production to remain on schedule
- Achieved **180% return** on investment in 18 weeks

PROJECTS

InBrace – Utra Hack, 2018, 3rd place prize (https://devpost.com/software/inbrace)
- Designed and built a proof of concept elbow brace aimed at helping people with Multiple Sclerosis
- Performed tracking and following of user's desired arm movements using force sensitive resistors
- Combined the motor and sensor systems using **Arduino**
- Soldered connections on circuit board

A Star Path Finding Visualizer – C++, 2019
- Implemented A* path finding algorithm in **C++,** visualized using the **SFML** library
- Wrote **Python** script to link libraries and compile project

RPG Game – Java, 2017
- Leveraged **object-oriented programming** to develop simple 2D game framework in **Java** using the Java standard library
- Developed proof of concept game in 4 months

Graphing Calculator – Java, 2017
- Implemented mathematical expression parsing and graphing in **Java**
- Graph drawn using **JavaFX**

EDUCATION

Candidate for Bachelors of Applied Science – Computer Engineering, Honours, Co-operative Program 2023
Academic rank: 15/223, Dean's Honour List Fall 2018