

# MARCO LIU

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## SUMMARY

- 2+ years of experience developing, testing, and debugging code in Java, C, C++ with numerous projects
- Experience in front-end web development and design with HTML and CSS
- Proficient at succeeding under high volume and pressure situations through the balance of grades and personal projects
- Reliable in a fast-paced team environment as shown through work at a smartphone repair company

## PROJECTS

Sept. 2019 to Current	<b>Fanpage Website</b> <ul style="list-style-type: none"><li>• Created a fan page website using strictly HTML and CSS.</li><li>• Researched and experimented with different CSS techniques to increase interactivity: Parallax Effect, animations and size changes on hover</li><li>• Employed media queries to make the website responsive</li></ul>
Jan. 2019 to Feb. 2019	<b>Forest Runner (Platform game)</b> <ul style="list-style-type: none"><li>• Designed and developed a scrolling-world game where a user dodges obstacles and jumps between moving platforms</li><li>• Created and implemented a level difficulty system for increased competitiveness and overall quality of life</li><li>• Architected a top scores system to increase user enjoyability</li><li>• Developed in Greenfoot using Java</li></ul>
Oct. 2018 to Nov. 2018	<b>Space Defender (Typing game)</b> <ul style="list-style-type: none"><li>• Designed and developed a game in which a user must type words before they reach a certain point</li><li>• Implemented data structures such as arraylists and queues to keep track of points and words to display</li><li>• Associated user input with the firing of a cannon towards the incoming words</li><li>• Developed in Greenfoot using Java</li></ul>
Oct. 2019 to Dec. 2019	<b>Maze Solving Robot Car</b> <ul style="list-style-type: none"><li>• Researched and constructed an automated car with motors and sensors using an Arduino board.</li><li>• Implemented a maze solving algorithm by storing directions in an array and simplifying redundancies</li><li>• Divided tasks and aided team members on other parts using GitHub to increase workflow and productivity</li></ul>

## EMPLOYMENT

July 2018 to Aug. 2018	<b>FuturTel · Technician Assistant · 570 Alden Road</b> <ul style="list-style-type: none"><li>• Vastly sped up the entire repair procedure by efficiently testing phones for IP68 rating and performing force touch calibration in a fast-paced environment</li><li>• Reorganized and compiled company inventory in an excel file for other employees to reference more efficiently</li><li>• Reinforced and collaborated with different teams and technicians to produce a more efficient working environment</li></ul>
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## EDUCATION

Sept. 2019 to Current	<b>University of Waterloo</b> Major: Software Engineering
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## VOLUNTEERING

Aug. 2017 to Sept. 2017	<b>City of Markham</b> Camp Volunteer 3990 Major Mackenzie Dr E, Markham, ON L6C 1P8 <ul style="list-style-type: none"><li>• Guided campers through the development of a robotic car that can traverse through a maze</li><li>• Led an activity where campers made different objects using software and 3-D Printing</li><li>• Talked with parents and addressed any concerns they had</li></ul>
July 2016 to Aug. 2016	<b>Unionville Stiver Mills Farmer's Market</b> Market Assistant 9 Station Ln, Unionville, ON L3R 1R5 <ul style="list-style-type: none"><li>• Set up tents and booths for different vendors to work in</li><li>• Recorded attendance and welcomed customers as they entered the market</li><li>• Watched over booths and sold products to customers</li></ul>

## INTERESTS

Fashion Design, Web Development, Photography