Marco Liu



SUMMARY

- Dynamic, passionate and goal-oriented developer with 2+ years of experience
- · Effective time-management and teamwork skills built through the development of multiple projects
- Key Languages and Tools: Python, C++, Java, C, MySQL, HTML, CSS, JavaScript, Git, Unix

EMPLOYMENT

Bell Canada, Software Developer (ANR Team)

May 2020 - August 2020

- Developed and maintained Python scripts that automate actions against alarms on the Bell Network
- Created a Python library that captures files and transfers them to vendors using SCP and FTP
- · Improved the widget status webpage to accurately display execution statistics by optimizing MySQL queries
- · Performed bi-weekly demos to other Bell teams, showcasing sprint progression and widget enhancements

FutureTel, Technician Assistant

August 2018 - September 2018

- Expedited a smartphone repair process by reading and writing IMEIs, conducting IP68 tests, and managing force touch calibrations simultaneously, resulting in an increase in production
- · Analyzed products for defects through thorough testing of hardware and software components
- · Communicated with the QC department effectively to resolve issues and maintain a high standard of quality

PROJECTS

SEI01 Design Project, Automated Maze-Solving Car

- Devised and constructed an Arduino-based robotic car that determines the shortest path through a maze
- Implemented a maze solving algorithm in C++ that records and simplifies movements from an initial run, producing an optimized set of directions that results in the most efficient maze traversal

Space Defender, Speed-Typing Game

- Led a team of 5 through the planning and development of a speed-typing game in Java
- Manipulated external text files to randomly organize and display words on the screen
- Incorporated object collision, sound effects, and animations to simulate a space fight, improving user experience

Define: FASHION, Website

- Designed and developed a responsive fan page website for Korean artist G-Dragon
- Learned web development and front-end technologies including HTML, CSS and JavaScript
- · Enhanced user experience by implementing the parallax effect and different animations on mouse hover

VOLUNTEERING

City of Markham, Summer Camp Volunteer

August 2017 – September 2017

- Guided 25+ children through the development of self-driving cars, resulting in successful showcases to parents
- Led a 3-D modelling and printing activity by helping children navigate through the Tinkercad software

EDUCATION

University of Waterloo, Bachelor of Software Engineering

September 2019 - Expected 2024

INTERESTS

Fashion Design, Photography, Swimming, Travel