

William Liu

Email: yuxuanliu@live.ca | GitHub: <https://github.com/mastOrbill> | Portfolio: <https://mastOrbill.github.io>

SKILLS

- Highly experienced in **object-oriented programming** and **game development**:

C# & Unity	Java & Android	C & C++	Python	HTML/CSS
5+ years	5+ years	2 years	Proficient	Proficient

- Experience with functional languages, style, and paradigm, including Lisp.
 - Worked extensively with **VR/AR**, including Hololens 2, Magic Leap One & Oculus Quest.
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EXPERIENCE

Augmented Reality Developer

APR 2019 - SEP 2019

SPATIAL SYSTEMS INC. - NEW YORK, NY

<https://spatial.is>

- Contributed to porting Spatial to **Oculus Quest** using Android Studio & Unity3D.
 - Created an Android WebRTC solution, enabling use of screenshare & webcam.
 - Implemented a native Android browser, allowing for live document editing.
 - Prototyped and developed features within 7-day deadlines.
- Worked on the Spatial **Magic Leap One** application using Unity3D and LuminSDK.
 - Designed and implemented object manipulation system suitable for ML1 controller.
- Developed the Spatial **Hololens 2** software, creating new user interfaces and fixing bugs.

Software Lead

SEP 2015 - JUNE 2018

5428 BREAKING BOTS - MARKHAM, ON

<https://breakingbots.weebly.com>

- Wrote camera relay software and input handling for remote-controlled robot in C++.
 - Taught and supervised 11 members of the Software subteam.
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PROJECTS

Paxitium - FULL-SCALE MULTIPLAYER SURVIVAL GAME <https://www.indiedb.com/games/paxitium>

- Led software development and created 3D art for the game using C# and Blender.
 - Contributed **~25000** lines of code and **400+** commits to the game repository.
- Contributions include fully authoritative multiplayer, in-depth inventory & in-game AI.
- The game reached **#1** on **IndieDB** in July 2017.

Frog-go - MOBILE GAME <https://play.google.com/store/apps/details?id=com.lutonstudios.froggo>

- Developed an arcade mobile game for Android using Google AdMob API in Unity3D.

Machine Learning - AI NEURAL NETWORKS <https://github.com/mastOrbill/machine-learning>

- Implemented language neural networks, improving to 91% accuracy via back-propagation.
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EDUCATION

University of Waterloo - BACHELOR OF COMPUTER SCIENCE (CANDIDATE) SEP 2018 - MAY 2023

- Cumulative GPA (as of August 2019): 4.0/4.0