

SOPHIE LIU

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EDUCATION

University of Waterloo

Sept 2020 - Apr 2025

Software Engineering Honours, B. SE, Human-Computer Interaction Specialization

SKILLS

Programming: TypeScript, JavaScript, C++, C, Java, Python, SQL, Kotlin, Swift, HTML/CSS

Design: Figma, Adobe Illustrator | **Tech:** React, Next, GraphQL, Postgres, MongoDB, NodeJS

EXPERIENCE

Founding Design Engineer

Social Spark | Jan - Oct 2025

- Designed and built a cross-platform app to bring the product to mobile (**React Native**)
- Redesigned branding and landing page, increasing ad conversion by 100% (**Figma**)

R&D Software Engineering Intern

Christie Digital | May - Aug 2024

- Researched and developed cutting-edge projection mapping algorithms (**C++, OpenCV**)
- Improved calibration symbol recognition accuracy by 80% and speed by 3000%

Design and Product Intern

schoolhouse.world | Jan - Apr 2024

- Solo designed and implemented a new product flow for volunteer applications (**Figma**)
- Spearheaded a civil discourse program from 0-1 in partnership with colleges

Fullstack Engineering Intern

schoolhouse.world | May - Aug 2023

- Boosted loading speed and reduced data retrieval on homepage by 95% (**TS, React, GQL**)
- Designed and implemented user mentions and search bar features (**Figma, React**)

Design + Engineering Intern

English Islands (startup) | Sept - Dec 2022

- Designed and implemented game UI and 20+ levels to teach children English (**VueJS**)
- Created design system, illustrations, and animations (**Figma, Adobe Illustrator**)

Software Engineering Intern

Rocscience | Jan - Apr 2022

- Researched and built 6 accessible colour maps for 3D modeler (**C++, OpenGL, MFC**)
- Implemented UI improvements in RSPile and Settle3 geotechnical software

Fullstack Product Engineering Intern

Verset | May - Aug 2021

- Implemented 30+ key design system components (**React, MongoDB, GraphQL**)
- Pioneered a company-wide wiki to manage internal documentation with Notion

Google Computer Science Institute

Google | July - Aug 2020

- Built Softpaint, a painting simulator and accessible art tool (**p5, JavaScript**)
- Developed 5+ physics simulators, maze generators, and visual games

EXTRAS

Canadian Mathematics Olympiad Qualifier | Top 7 BC Senior, Top 25 Women in Canada

Interests: Education, art-tech, music, painting, sustainability, game design