

Morgan Liew

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SKILLS

- Programming Languages: C++, Java, Python, HTML, CSS
- Software: SolidWorks, Figma, Microsoft Office, WordPress, Google Suite, MATLAB
- Languages: Fluent in English, proficient in French
- Analytical problem solving, strong time management, leadership and teamwork, detail-oriented and adaptable

WORK EXPERIENCE

Design and Manufacturing Support Technician

December 2024 – May 2025

Engineering CPR – Mississauga, ON

- Ensured the quality of over 200 incoming parts by performing visual or dimensional inspections using engineering drawings to prevent workflow disruptions during production
- Streamlined the efficiency of receiving processes by forming an assembly line to achieve one-piece-flow, allowing for faster throughput of inventory
- Notified suppliers and superiors of non-conformances of incoming parts using clear and concise communication

Documentation Support Student

June 2024 – August 2024

Institute for Safe Medication Practices Canada – Toronto, ON

- Improved search engine optimization for safety bulletins on safe medication practices in Canada by converting content from PDF to HTML format using WordPress
- Utilized WordPress to improve ISMP Canada's Safety Bulletin website interface for users
- Verified information sources, hyperlinks, and images to ensure sources are up to date and accessible for users

Summer School Volunteer

June 2024 – July 2024

Sunny View Junior and Senior Public School – Toronto, ON

- Collaborated with teaching and healthcare staff to support students with physical and developmental disabilities
- Communicated and engaged with non-verbal students to encourage learning in a safe environment

Lacrosse and Hockey Coach

June 2019 – July 2023

Newmarket Lady Redbirds Lacrosse Club, Central York Girls Hockey Association – Newmarket, ON

- Designed a 5-week long practice plan to be executed for a beginner lacrosse program with over 60 participants
- Instructed lacrosse and hockey techniques to young athletes to build confidence and develop skills

PROJECTS

Bloom – Social Media Product Design

February 2025

- Wireframed and a social media platform using Figma, targeting the increased social isolation among seniors
- Pitched our product to a judging panel, and was awarded Best Beginner Prize from Western Founders Network

Library Management System

December 2024

- Implemented C++ object-oriented programming principles to create a fully functioning library database system, including classes containing methods/attributes for individual books, teachers, and students

Rack-O Game Simulator

January 2022

- Programmed a simulation of the game Rack-O using arrays, scanners, methods, and file input/output in Java for a single user to play against the computer
- Designed and programmed an algorithm to minimize the moves required to meet game winning conditions

EDUCATION

University of Waterloo

September 2024 – April 2029

- Candidate for Bachelor of Applied Science in Systems Design Engineering
- Relevant courses: Data Structures and Algorithms, Human Factors in Design, Digital Systems, Business Technology and Infrastructure
- Recipient of the University of Waterloo President's Scholarship of Distinction
- Extracurriculars and Activities: Lacrosse Club, Intramural Semi-Competitive Ultimate Frisbee