Nelson Liang

github.com/nlcsdev in nlcsdev.github.io in linkedin.com/in/nlcsdev

Professional Experience

2022 **Full Stack Software Engineer Intern**

Penfield AI | Remote

- Develop and adjust frontend components for product dashboard, bringing new features and improvements for our clients.
- Implement backend Web API to guery and retrieve data for product frontend and other services.
- Work in an Agile software development cycle. Participate in daily scrums, weekly sprints, and releases.
- Participate in the code review and approval process to help ensure code quality is up to standards and new features are implemented as bug free as possible.
- Documente new features and changes when pushing code to help other current and future members of the team to understand how to deploy and use a code repository.
- Containerize applications and configure Helm YAML files to run as jobs on Kubernetes cluster. Navigate through Kubernetes via kubectl and k9s to adjust, monitor, and debug jobs.

2017 - 2020 Developer

Sticky Rice Games | Toronto, ON

- Integrated various platform features to the end product, such as GPG and Steamworks.
- Performed quality assurance testing before launching products and reported bugs to the associated developer.

Education

2020 - Present **Bachelor of Science, Computer Science**

Ryerson University | Toronto, ON

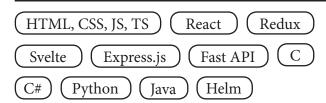
Courses: Data Structures, Intro. to UNIX, C and C++, CS 1 & 2

2014 - 2018 **Bachelor of Game Design**

Sheridan College | Oakville, ON

Courses: Al & Procedural Techniques, Industry Practices & Processes

Languages & Packages



Relevant Technologies

Git MongoDB Kubernetes Docker AWS S3 AWS Lambda WebRTC Postman Unity