

# Nelson Liang

 [github.com/nlcsdev](https://github.com/nlcsdev)  [nlcsdev.github.io](https://nlcsdev.github.io)  [linkedin.com/in/nlcsdev](https://www.linkedin.com/in/nlcsdev)  
 [nelson.liang@ryerson.ca](mailto:nelson.liang@ryerson.ca)  [+\(1\) 647-309-5383](tel:+16473095383)  ON, Canada

## Professional Experience

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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 query 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.
- Document 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

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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: AI & Procedural Techniques, Industry Practices & Processes

## Languages & Packages

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HTML, CSS, JS, TS

React

Redux

Svelte

Express.js

Fast API

C

C#

Python

Java

Helm

## Relevant Technologies

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Git

MongoDB

Kubernetes

Docker

AWS S3

AWS Lambda

WebRTC

Postman

Unity