Owen Liu

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🧠 Technical Skills

Programming Languages
Java | JavaScript | C++ | C#| C | HTML | Python | PHP | CSS | SQL | Axios | Node.js | Haskell | Rust

Software
Visual Studio Code | Atom | Unity | Github | Microsoft Office | Photoshop | Drupal | MySQL | SAP

💼 Professional Experience

Information Systems Co-op, *FortisBC* — May 2024 – Dec 2024
- Tested core functionalities for operations end to end, increasing turnaround time for patch releases by 50%.
- Maintained service orders, information, and new tables in SAP, through built-in and custom transactions for both daily operations and the AMI project to increase efficiency and standards.
- Integration tested key aspects of Fortis's new AMI project in compliance with daily job functions which solidified quality assurance and reliability of system and operations.
- Consolidated, analyzed and reported data for Fortis operations into statistical information for management to gain greater insight into productivity, goals, and processes.

Web Developer, *Roasty Jack BC* — Aug 2020 – Dec 2020
- Programmed a website using a combination of HTML and CSS tools to accurately present and advertise the business, which allowed them to reach more potential customers and increase traffic by 40%.
- Implement and maintain the backend of the website using MySQL, drupal767, and PHP to further add functionality to the website in the future, such as checkout and profiles, providing more seamless and convenient transactions for both parties.
- Made the website live within 5 months with a team of 2 that helped fast-track their timeline on release, saving them costs while meeting their functional end-user requirements.

📁 Projects

AI Vacuum ⧉ — May 2023 – Aug 2023
- Programmed different search algorithms in Python such as BFS, DFS, UCS, and A* to efficiently detect dirt locations within the frontier of the vacuum. As well as adding cost to movements and turns to determine route costs and measure efficiency.
- Highlighted chosen paths with blue and the rooms searched with red to show the AI thought process for each search algorithm and proper implementation.
- Created a 2D grid for a vacuum agent to explore and traverse to find dirt locations which solidified agent and environment interaction understandings.

Valorant Database ⧉ — May 2022 – Aug 2022
- Created a database on the game Valorant using Node.js, HTML, Axios, and MySQL to allow for ease of use and quick efficient retrieval from storage.
- Utilized Node.js and Axios to go beyond the project requirements and create a project more aligned with modern standards and future implementations, thus achieving a 100 on the final project.
- Coded and structured the database to connect the front end to the back end allowing functionality such as insertions, retrievals, and deletions of database entities from user inputs through the GUI.

Mixed Feelings Game, *UBC Game Jam 2020* ⧉ — Feb 2020 – Feb 2020
- Implemented the movement in the game using C# and Unity to provide the basic and fundamental parts to allow the player to be able to move in the game and run smoothly between each level.
- Created the loneliness level to the game by utilizing Unity to make and test the level, resulting in the group finishing the challenge of creating a game within the time constraint of 3 days.

💼 Additional Work Experience

Sales Associate, *Champs Sports* — Oct 2018 – present
Burnaby, Canada
- Maintain high conversion rate of customers and customer satisfaction, which helped foster people skills and responsibility.
- Train new employees by showing expected daily tasks and protocols, that developed communication and leadership skills.

🎓 Education

BSc - Computing Science, *Simon Fraser University* — Jan 2020 – present
Burnaby, Canada

Associate of Computer Science, *Langara College* — Sep 2018 – Dec 2019
Vancouver, Canada