

Vandy Liu

3rd Year Computer Science Major

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TECHNICAL SKILLS

- **Programming Languages:** Java, Python, C++, C, JavaScript, HTML, CSS
- **Technologies:** Git, Firebase, MongoDB, Docker, Jenkins, AWS

WORK EXPERIENCE

SPLUNK MACHINE LEARNING TOOLKIT

Full Stack Developer Co-op, Sept 2019 – Dec 2019

- Working on CI/CD pipeline automation with Python, Jenkins and Docker for the machine learning team

AMAZON AWS STEP FUNCTIONS

Software Development Engineer (SDE) Intern, May 2019 – Aug 2019

- Improving the internal developer web application tool used by the Step Functions team by adding new features, fixing legacy features and updated user interface to better user experience
- Implemented new APIs and fixed deprecated APIs and tested them with JUnit and Mockito
- Implemented scripts to automate the resolution of EC2 host retirement tickets
- At an internal hackathon, in a team of four, built an Alexa skill that records attendance for after-school programs
- Leveraged knowledge in Git, Full stack development, Java, HTML, JavaScript, AngularJS, Python, AWS

UBC COMPUTER SCIENCE DEPARTMENT

Lead Teaching Assistant, Sep 2018 – Apr 2019

- Foster active participation in a laboratory environment and guide students to develop their knowledge of fundamental computer science concepts

TECHNICAL PROJECTS

BOX SCORE QUICK (VANDYLIU.GITHUB.IO/BOXSCOREQUICK)

Flask (Python), React, Ant Design, NBA API & MongoDB, August 2019 - present

- Developing a website using Flask and React that displays the full box scores of all NBA games on a selected day
- Created RESTful APIs with Flask to fetch box score data from the MongoDB database and if not present requests game data from NBA API, cleans it, and adds it to the database
- Implemented a proxy rotator to retrieve data from NBA API because the NBA blocks IP addresses after many requests
- Implemented scripts to periodically verify correctness of box score data on random dates and update box score data for the current day to keep stats as accurate and up to date as possible

PRIORITY TASK MANAGER (VANDYLIU.GITHUB.IO/TASKS.HTML)

HTML, Firebase, & JavaScript, Jan 2019 – Mar 2019

- Developed a web application that manages tasks/to-do list items originally using binary heaps
- Created functions in JavaScript to update the Firebase database when adding tasks, removing tasks and change the order of tasks by changing the priority
- Users can input tasks with details such as due date, difficulty and time it will take and with a button press, outputs a single task to complete based on the priority so users don't feel overwhelmed by the amount of stuff they have to do

EDUCATION

UNIVERSITY OF BRITISH COLUMBIA, Vancouver, BC

Bachelor of Science in Computer Science, Sep 2017 – Apr 2022 (expected)

- GPA: 93%
 - Software Construction/OOP (98%), Basic Algorithms & Data Structures (95%), Intermediate Algorithms (89%)
- Trek Excellence Scholarship (Top 5% in Faculty of Science) – 2018, 2019