

Chang Liu

Toronto, ON

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PROFILE

I like solving complex problems and learning new things, it always gives me a great sense of pride to crack a problem that has stuck with me for days. I'm a fast and attentive learner who can easily absorb new information and apply it to work quickly. I've laid down an excellent foundation for problem-solving and communication skills by working on projects and interacting with business stakeholders.

WORK EXPERIENCE

MAGNA INTERNATIONAL | QUALITY ASSURANCE ENGINEER (CO-OP)

Dec 2017 – Dec 2018 | Brampton, ON

- Review quality specifications and technical design documents, successfully provide quality reports and solutions on a daily basis
- Detailed measurements with tools such as height gauge, Vernier, micrometre and bore gauge to test and analyze the quality of sample products on a daily basis
- Review dimensional reports, perform statistical studies, reported 2 major quality defects in time based on dimensional findings and facilitated problem-solving activities
- 5 new inspection processes were developed and presented to operators and inspectors, with a 100% approval rate
- Optimized inspection process by upgrading the inspection machinery, successfully improved the overall inspection speed by 10%
- Received Co-op work term extensions from 4 to 12 months as well as full marks on all three employee evaluations

PROJECTS

STUDENT PROFILES APPLICATION | REACT

Jan 2022 - Mar 2022

- The app uses a public API to retrieve student data and shows a summary of each student's information
- Features include filtering by student first and last name as well as adding or deleting tags to students and filtering by tags
- The create-react-app tool chain was used to construct this project, which combines HTML, CSS, JavaScript, and React
- Used Git for version control to simulate a software development process

LENGTH CONVERTER | JAVA

Dec 2021

- Developed an interface with JPanel, JMenuBar and JMenuItem that can update, save and convert the user inputs
- Model View Controller (MVC) architectural pattern was used, as well as the Observer and Command design patterns

MINI-SOCCER GAME | JAVA

Jun 2021 - Sep 2021

- Developed a mini soccer game application written in Java using Java Swing
- Created Unit tests and perform quality assurance on all features
- Followed Agile Development Strategy and MVC pattern, applied Singleton, Iterator and Factory software design patterns, used Git for version control

SKILLS

PROGRAMMING LANGUAGES & LIBRARIES

- Python • Java • C • RISC-V
- Shell Scripting • Verilog

WEB TECHNOLOGIES & FRAMEWORKS

- HTML5 • CSS3 • JavaScript
- ExpressJS • ReactJS
- NodeJS

DATABASE

- MongoDB • MySQL

VERSION CONTROLS

- Git • SVN

OTHERS

- AutoCAD • SOLIDWORKS
- Autodesk Inventor • Master-Cam • MATLAB • Figma • L^AT_EX

EDUCATION

YORK UNIVERSITY

Bachelor of Science -

Computer Science

(With a focus on Software Development)

Sep 2021 - May 2022 | Toronto, ON

RELATED COURSES:

- ADVANCED DATA STRUCTURES AND ALGORITHMS
- ADVANCED OBJECT-ORIENTED PROGRAMMING - JAVA & PYTHON
- WEB DEVELOPMENT - JAVASCRIPT
- DATABASE DESIGN AND MANAGEMENT - MYSQL
- SOFTWARE TOOLS - C, UNIX

CENTENNIAL COLLEGE

Advanced Diploma with Honor-Mechanical Engineering Design

Sep 2015 - May 2019 | Toronto, ON

Cum. GPA: 3.965

INTERESTS

