KEVIN LIANG

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EDUCATION

Bachelor of Applied Science in Mathematics and Engineering, Queen's University   **Sep 2020 – Apr 2025**

- **Option in Systems and Robotics**: Designed for advanced studies in Systems, Mechatronics, and Electrical Engineering
- **Relevant Coursework:** Data Structures and Algorithms, Operations Research, Computer Architecture, Microprocessor Interfacing and Embedded Systems, Electronics, Mathematics of Engineering Systems, Probability, Calculus, Linear Algebra
- **Extracurricular Activities:** Hyperloop Design Team Co-Captain, Startup Consulting Vice President of Technology and Project Manager, Technology and Media Association UI/UX Designer and Software Developer
- **Scholarships:** Excellence Entrance Scholarship, Dean's Scholar, Mildred K. Walters Awards

AWARDS

- **QEC Programming 1st Place:** Awarded for creating SamePage at Queen's Engineering Competition 2023   **Jan 2023**
- **QCTF Overall 1st Place:** Awarded for scoring the highest number of points at the information security challenge   **Nov 2021**
- **QHacks Overall 2nd Place:** Awarded for building and pitching Pitch Perfect at QHacks 2023   **Jan 2023**
- **OEC Programming 3rd Place:** Awarded for building CareFull at Ontario Engineering Competition 2023   **Jan 2023**
- **CalgaryHacks Best Use of Cloud Computing:** Awarded for building Releaf, an AI-powered web application   **Feb 2022**

PROFESSIONAL EXPERIENCE

Summer Research Student, Reactor Materials Testing Laboratory   **May 2022 – Aug 2022**

- Optimized and programmed features of a beam energy activity calculator with Java, reduced output error from more than 50% to less than 20% using a new algorithm based on Riemann approximation
- Scripted a SRIM/TRIM automation software and an energy optimizer with Python to conduct uniform helium beam research, minimized calculation error to 5% and reduced time to perform ion irradiation experiments with a particle accelerator
- Generated technical reports and software documentation to include in research publications

Robotics Engineer – Special Projects, Wizrobotics   **May 2021 – Aug 2021**

- Managed a team of 3 to create a new summer school program that taught Roblox Lua and attracted 20+ customers
- Developed 4 teaching curriculums for Thunkable, Code.org, Roblox Lua, and App Inventor using Twine

EXTRACURRICULAR EXPERIENCE

UI/UX Designer and Software Developer, Queen's Technology and Media Association   **Mar 2022 – Present**

- Designed and programmed features of Kartt, a web extension that retrieves and displays the actual costs of products sold online using AWS Lambda, Amazon EC2, Python, HTML, CSS, and JavaScript
- Collaborated with 4 other developers using Git and GitHub

Project Manager, Queen's Startup Consulting   **Mar 2022 – Jan 2023**

- Led a team of 6 technical and business consultants to provide solutions and deliverables to KoStudio.co, a women's boxing brand founded by a NEXT Founder
- Analyzed and processed 2,000+ data points to apply Linear Regression, XGBoost, and LSTM models to predict future sales

TECHNICAL SKILLS

- **Programming:** Python, MATLAB, C++, C, Java, HTML, CSS, JavaScript, VHDL, Assembly
- **Tools:** Microsoft 365, Unity, Twine, Git, Flask, MongoDB, Express.js, React.js, React Native, Node.js, Bootstrap, Expo, Energy2D, LTspice, SRIM/TRIM, Maple, LaTeX
- **Designing:** Figma, Adobe Creative Cloud, SOLIDWORKS CAD, Autodesk AutoCAD
- **Platforms:** Arduino, Windows OS, Linux (Ubuntu), Android

ADDITIONAL INFORMATION

- **Languages:** English (Native), Mandarin (Native)