Hugo Liu

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EDUCATION

University of Florida, Gainesville FL   *May. 2026*
Bachelor of Science in Computer Science   *GPA: 4.0*
Minor in Mathematics | Honors Program | Dean's List
Relevant Coursework: Data Structures and Algorithms, Computer Organization, Calc III, Discrete Mathematics

TECHNICAL SKILLS

Programming Languages: Python, C++, C#, Java, JavaScript
Technologies: Git, NumPy, Pandas, SQL, Unity, Jupyter, Sci-Kit Learn, Tensorflow, CV2, React, Express, MongoDB

WORK EXPERIENCE

Starwood Property Trust   *Jul. 2023 – Present*
Software Engineer   *San Francisco | Miami Beach | Remote*
- Translate financial instruments into **Python** to speed calculations across **3** business segments with $**10+ billion** total assets under management
- Modernize company applications by testing and deploying scalable **web service** using **FastAPI API** endpoints
- Communicate **API** code structure to senior engineers to streamline company-wide integration
- Maintain steady progress through clear communication with team of **6** through meetings twice a week
- Balance academic involvements in college with professional responsibilities

Starwood Property Trust   *Jun. 2023 – Jul. 2023*
IT Intern   *Miami Beach*
- Architected and developed loan management algorithms using **Python** to track payment dates and interest for loans worth $**100**+ mil
- Organized team to finish **1** week ahead of projections by intelligently delegating tasks to **4** team members to ensure successful project planning and delivery

ChatDocu   *Mar. 2023 – Aug. 2023*
AI Integration Intern   *Remote*
- Overcame **ChatGPT API** token limit by implementing document processing service with **Python**
- Improved PDF processing speed by **100%** through presenting system design research to supervisors and engineers, while navigating language barriers by speaking fluent Mandarin Chinese
- Expanded service by **6** media types through validating features with unit tests for production code

EXTRACURRICULARS

Lost Kids Game Development   *Nov. 2020 – May. 2023*
Founder, Lead Software Developer, and Lead Artist
- Spearheaded development of **9** games in weekly **Scrum** workflow by organizing goals and delegating work with teams of **4** in **Unity** game engine
- Placed top **1%, 10% and 15%** in Game Jam competitions with **1000+** competitors
- Accumulated **4000+** downloads and plays on game hosting platforms

PROJECTS

Animal Sighting Database for Researchers | *Code for Change Hackathon*   *Feb. 2024 – Feb. 2024*
- Developed **Express** backend and **React** frontend to query and display animal sighting data from self-managed **MongoDB** database connected to a custom mobile app for uploading pictures and geolocation
- Placed **1st** in Environmental Impact category

ML Digit Recognition | MNIST digit recognition on new handwritten data   *Dec. 2022 – Jan. 2023*
- Formatted data with **Pandas** and **NumPy** for use with **Sci-Kit Learn**; tuned model to achieve **90%+** accuracy

Certifications: Certified Ethical Hacker (CEH)
Honors: UF Benaquisto Full Ride Scholarship | UF Presidential Platinum 40k Scholarship | National Merit Scholar
Awards: AIME Qualifier | Lockheed Martin CodeQuest 2nd, Advanced | UCF Programming Comp 2nd