

Liheng Yuan

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EDUCATION

Northwestern University

Bachelor of Arts in Computer Science

GPA: 3.56/4.00, ACT: 34/36, Memberships: Emerging Coders, DISC, Institute of Electrical and Electronics Engineers

Relevant Courses: Data Structure & Algorithms, Intro to Computer Systems, Scalable Software Architectures

Expected Graduation: Dec 2026

Evanston, IL

University of Florida

Bachelor of Science in Computer Science

GPA: 3.92/4.00

Aug 2023 - Apr 2024

Gainesville, FL

EXPERIENCE

PATH

Jan 2025 – Present

Software Engineer Intern

Evanston, IL

- Building an AI-powered web application delivering personalized workout and nutrition plans
- Improved meal suggestion personalization by integrating the OpenAI API and fine-tuning using user-specific data
- The platform currently has 1,000+ users, including 150+ actively engaged users

Discover & Innovate For Social Change

Jan 2025 – Present

Software Engineer Intern

Evanston, IL

- Developing a management system using React, Express and Supabase for Institute for Therapy through the Arts
- Improved administrative oversight and therapist workflows by automating item management and real-time purchase tracking, reducing manual processing time by 60% and increasing overall operational efficiency

Northwestern's McCormick School of Engineering

Jan 2025 – Present

Teaching Assistant

Evanston, IL

- Mentored 200+ students in weekly office hours and provided feedback on assignment submissions
- Guided students in learning industry-related programming languages and tools such as git, github and CLI
- Provided instruction on C and C++, focusing on manual memory management and abstraction principle

PROJECTS

Social Media Application | *React, PostgreSQL, REST API, Supabase*

Dec 2024

- Developed a web application using React, Express, and Supabase to create an engaging online social networking platform, enabling user authentication and personalized profile creation
- Implemented Supabase as the backend database for efficient data storage and management
- Built and optimized RESTful APIs for data retrieval between the front-end and back-end systems

Blog Application | *MongoDB, Express, React, Node*

Nov 2024

- Built a blog application using MERN stack to enable users to create, post, and manage blog content
- Designed a responsive user interface with React. Built RESTful APIs with Express and Node to handle CRUD operations, user authentication with JWT, and file uploads using Multer
- Create a database using MongoDB to achieve efficient data storage and retrieval

Open Street Map Navigation System | *C++*

Oct 2024

- Created a basic navigation application by utilizing C++ to provide routing and direction features
- Implemented parsing algorithms for OSM, XML and CSV data containing map information and geospatial algorithms for routing, distance calculation, and finding nearby bus stops
- Integrated the Chicago Transit Authority bus tracking API to deliver real-time bus arrival predictions, enabling users to optimize their travel plans and minimize wait times

2D Shooting Game | *Python, Git*

Feb 2024

- Developed a 2D shooting game using Python and the Pygame library

TECHNICAL SKILLS

Languages: Python, C, C++, C#, Java, JavaScript, SQL, JSX

Frameworks & Libraries: React, Express, Next.js, React Native, Tailwind, Flask, Docker

Others: Node.js, PostgreSQL, SQLite, Git, Github, AWS, Vercel, Firebase, HTML, CSS