Ben Liang

(510) 693-5092
San Francisco, CA

benliang03@gmail.com **email**
linkedin.com/in/liang-ben **linkedin**
github.com/benliang11 **github**

EDUCATION

University of California, Los Angeles
B.S. in Computer Science   Expected Graduation: 2025

EXPERIENCE

Corovan
IT Technician   June 2023 - September 2023

- Supervised a team of technicians in removing computer systems from major tech industry clients.

- Implemented effective strategies in relocation of each tech setup and the meticulous reinstallation of each system according to original user's preferences.

Hack the Hood
Tech Foundations Devloper   May 2021 - July 2021

- Developed advanced skills in utilizing various Python data structures and implementing modular coding practices, resulting in more efficient and maintainable code.

- Created projects with the Django framework and deployed them through Heroku.

- Utilized version control and actively used Git shell commands to manage code changes.

Wix
Website Design Intern   July 2020 - August 2020

- Acquired foundational knowledge in constructing well-organized websites with responsive design, user-friendly interfaces, and maintaining a consistent visual theme to reinforce brand identity.

- Developed a personalized website for a local writing business, effectively showcasing their unique services provided.

PROJECTS

View project source code on my github.

Super Peach Brothers Developed a fully functional game similar to Super Mario Brothers with object-oriented design principles and optimized using polymorphism/ inheritance techniques. (C++)

Unhinged Designed an optimized dating app using a Radix Tree and different STL containers that could load millions of users' data within a fraction of a second. (C++)

FitPlannar Workout application intended to create, manage, and track different exercise and workout routines with ease. It is built with Node.js and React for the front-end and Flask, Python, MongoDB, and PineconeDB for the back-end. (JavaScript/Python)

Write Avenue Personalized website for local business.
Pong Recreation of the Pong arcade game. (Lua)
Floppy Bird Recreation of the popular mobile game Flappy Bird. (Lua)
Breakout Recreation of the Breakout arcade game. (Lua)

COURSEWORK

Completed
- Intro to Computer Science 1&2 (C++)
- Computer Organization (C/Assembly)
- Logic Design of Digital Systems
- Software Construction
- Operating Systems
- Algorithms and Complexity
- Computer Networks
- Theory of Computing
- Digital Design (Verilog)

Upcoming
- Programming Languages
- Software Engineering
- Database Systems

PROGRAMMING LANGUAGES

- C++   (3 years)
- C   (2 years)
- Python   (2 years)
- LaTeX   (2 years)
- Other: HTML, Bash, JavaScript, Java, Lisp, Verilog, Lua, OCaml, Prolog, Scheme

LANGUAGES

- English   (Native)
- Cantonese   (Fluent)
- Mandarin   (Intermediate)

SOFTWARE

- Linux   - Git
- Emacs   - React
- Node.js   - Flask

INTERESTS

- Powerlifting - Jiu-Jitsu
- Cooking   - Video games
- Chess   - Reading