Ben Liang

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EDUCATION

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

EXPERIENCE

Hack the Hood
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 Small-Medium Business, incorporating a captivating hip-hop theme that effectively conveyed the ethos of the client's writing business.

Hack the Hood
Tech Foundations Student 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.
- Successfully created projects with the Django framework and deployed those projects through Heroku.
- Gained a solid understanding of version control and actively used Git shell commands to manage code changes.

PROJECTS

View the 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)

Harvard CS50 Projects 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 and Digital Systems
- Software Construction
- Operating Systems
- Algorithms and Complexity

Upcoming
- Computer Networks
- Theory of Computing
- Programming Languages

LANGUAGES

- C++ ◉◉◉◉◉◉
- C ◉◉◉◉◉○
- Python ◉◉◉◉◉○
- Bash ◉◉◉◉○○
- JavaScript ◉◉◉○○○
- LaTeX ◉◉◉○○○
- HTML ◉◉○○○○
- Lua ◉◉○○○○
- Lisp ◉◉○○○○

LANGUAGES (SPEECH)

- English ◉◉◉◉◉◉
- Cantonese ◉◉◉◉◉○
- Mandarin ◉◉○○○○
- Spanish ◉○○○○○

SOFTWARE

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