

Benjamin Liu

2200 Pearl Street #301 • Austin, TX 78705 • (713) 408-8616 • btlui09@gmail.com

EDUCATION

The University of Texas at Austin

Major: Plan II Honors
Certificates: Elements of Computing | Business Foundations
Overall GPA: 3.23

May 2017

WORK EXPERIENCE

Liberal Arts Instructional Technology Services (Austin, TX) - Student Technology Assistant

June 2016 - Present

- ❑ Create websites and online classroom material for use by University of Texas faculty using Wordpress, html, css, php
- ❑ Implement mobile design to give mobile phone and tablet users a better experience
- ❑ Coordinate with professors to boost their online presence
- ❑ Worked on several Wordpress and other CMS sites, and was involved in both design and management of content

Koinonia Texas Website Team (Austin, TX) - Front-end design, Analytics

June 2016 - August 2016

- ❑ Designed and implemented website using Squarespace and received training in Google Analytics
- ❑ Worked on a team to develop the best UX and UI for navigation by users in different target audiences

MD Anderson Cancer Center (Houston, TX) - Research Assistant

June 2012 – August 2012

- ❑ Created databases of patient information in Excel to enable more efficient research analysis and synthesis
- ❑ Organized patient medical records (i.e. slides of biopsies) to ensure better organization and access to data
- ❑ Research databases helped find discrepancies between clinical practices and patient care at various hospitals

ACADEMIC PROJECTS

Intro to Game Development (Final Game Project)

Fall 2015

- ❑ Applied Agile Development team methodology for project management
- ❑ Programmed physics, graphics and gameplay and built an entertaining two-player fighting game
- ❑ Worked with different team members with a daily scrum to coordinate

Cannon Game (Independent Project)

Fall 2012 - Spring 2013

- ❑ Created a fun, successful two-player projectile cannon game using BASIC with features that included wind, single/multiplayer, and high scores
- ❑ Encountered and overcame many software/hardware challenges (e.g. writing efficient code due to very slow processor speeds), nesting methods within one another to overcome lack of object-oriented support, pixel by pixel graphic design

PLAN II THESIS PROJECT

Happy Family (film)

Summer 2015-Present

- ❑ Wrote, produced and directed a feature length film using school equipment and local Austin pro and semi-pro actors
- ❑ Planned for a year and a half, then shot for fifteen days in a two month period at a restaurant where it was set
- ❑ Worked with cast and crew to ensure the best angles, performances and lighting were captured

TECHNICAL SKILLS

Programming Languages: Python (advanced), Java (advanced), HTML/CSS/Javascript, PHP

Software: Adobe Creative Cloud, Github, Microsoft Office Suite

RELATED COURSEWORK

Elements of Software Design
Intro to Game Development
Elements of Programming Languages
Lynda.com: CSS Fundamentals

Foundations of Finance
Foundations of International Business
Foundations of Entrepreneurship
Lynda.com: Online Marketing

FUN FACTS

- ❑ Finished a marathon
- ❑ Favorite food is beef noodle soup
- ❑ Top 1% in Starcraft II in North America

ADDITIONAL INFORMATION

Foreign Languages: Spanish (intermediate), Chinese (intermediate)

Work Eligibility: U.S. Citizen