

Jason Liao-Zeng

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Education

UNIVERSITY OF CALIFORNIA, BERKELEY

- Major: Electrical Engineering and Computer Science
- Bachelor of Science, Expected to Graduate 2023
- GPA: 3.64

Projects

GITLET| DATA STRUCTURE COURSE | NOVEMBER 2021

- A version-control system that is similar to GIT, but without the ability to track sub-directories.
- Built from scratch. Implemented commands including "init", "add", "commit", "status", "rm", "log", "global-log", "find", "status", "checkout", "branch", "rm-branch", "reset", and "merge". Each command is identical to GIT, one of the most used version-control system.
- Functionality is achieved by creating necessary hidden and encrypted files in the working directory where the software can refer back to and make changes to the current working directory.

JUMP| DATA STRUCTURE COURSE | OCTOBER 2021

- A pure logical two player board game.
- Built from scratch. Including Implementation of the game logic methods, main class, necessary object class, an AI that performs perfect moves within 4 steps using the alpha-beta-pruning algorithm.
- A simple GUI that shows the correct board status, and allows the player to start a new game, change board size, and switch the blue player between auto and manual at any point in the game.

SCHEME INTERPRETER| STRUCTURE AND INTERPRETATION OF COMPUTER PROGRAMS COURSE | AUGUST 2021

- A scheme interpreter built by python.
- Implemented the classes and functions that read in tokens and return the evaluated result.

CALCULATOR | SELF-PROJECTS | AUGUST 2019

- Android Calculator Application that can take in numbers and symbols one by one as input and return the result after performing necessary calculations. Features include addition, multiplication, subtraction, division, brackets, and negative on numbers.
- Built the entire application from scratch, implemented all functions and designed the GUI.

Skills & Abilities

- Java, Python, Scheme, C++
- C, JavaScript, React, SQL, HTML, CSS
- Computer-Aided Drawing, Mobile App Development, Maya, Unreal Engine
- Basic Circuits and Data Processing Skills