Kenneth Lieu

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EDUCATION

University of California, Davis   Davis, CA
Bachelor of Science in Computer Science and Engineering, Minor in Electrical Engineering   *Sep. 2018 – June 2022*

EXPERIENCE

AppleCare Test Engineer   Aug. 2022 – Nov. 2022
Apple   *Sunnyvale, CA*
- Created instructional SOPs(System Operating Process) for 10 different testing machines for iPhones
- Performed failure analysis on airpods returned by Apple consumers for the triage team
- Accompanied other test engineers with gauge repeatability and reproducibility of unit tests on airpods and iPhones
- Maintained the clean workspace of all lab rooms, the inventory room, and other workspaces at Apple

Product Management Intern   Jun. 2021 – Sep. 2021
Seagate   *Shakopee, MN*
- Ported 6 different Python files pertaining to a logparser to C++ to analyze key information regarding hard drives and utilizing Bitbucket and SourceTree to organize source code
- Utilized different computer softwares and applications such as Linux and BusTrace as well as Voltimeter and oscillioscope to run between 2-5 different tests to compare the performance of different hard drives
- Engaged data analytics and visual skills on Excel to the product management team of 10 people of how exactly the hard drives are performing through mixed workloads settings such as a 50/50 read/write operation

Robotics Engineer   Oct. 2016 – May 2018
Robotics Club   *San Francisco, CA*
- Collaborated with 10 other team members in order to build, program, and test robotic devices within a 6 month span in preparation for the annual robotics competition
- Developing between 2 to 5 different solutions in case something goes wrong in developing our robot
- Continually communicating and meeting up 2 times a week with teammates to work together, asking for assistance, and giving updates on individual progress

PROJECTS

Clear Lake Data Visualizations | *JavaScript, React, HTML, CSS, SQL*   Jan. 2022 – Jun. 2022
- Worked within a team of 4 to develop a website demonstrating the Clear Lake data visualizations from provided data files.
- Adopted the contents of our client's data packages to demonstrate the appropriate data visualizations for our website for the client
- Used HTML, CSS, Javascript, and React to develop our React Application of the website to make our data visualizations more dynamic.
- Added additional features to our website such as current weather, the ability to plot wind maps, and additional dropdown menus for displaying different data visualizations.

UNO Lightning | *C++, Linux*   Jun. 2023 – Current
- Developed a classic UNO game with all cards of a standard UNO game but with 2 additional cards: LIGHTNING card and PARDON card. LIGHTNING card stuns player for 1-3 turns, PARDON card frees player from effect played on them for 1 turn
- Employed abstraction and functions to reduce code complexity and code usage
- Applied troubleshooting and testing skills to thoroughly test the game for bugs and edge cases to ensure smooth gameplay
- Incorporated understanding of game design to determine the limitations and restrictions of the LIGHTNING and PARDON cards to prevent them from being too overpowered

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL , JavaScript, HTML/CSS, MATLAB, Rust, Go, Lisp, Prolog, Ruby, CSharp
Electrical Engineering Tools: Oscillioscope, Voltimeter, ADALM2000, resistors, capacitors, inductors, op-amp
Frameworks: React, Node.js, JUnit
Developer Tools: Git, Github, Docker, VS Code, Visual Studio, PyCharm, Eclipse, BitBucket, SourceTree, MS Office