

# Kenneth Lieu

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## EDUCATION

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### University of California, Davis

Davis, CA

*Bachelor of Science in Computer Science and Engineering, Minor in Electrical Engineering*

*Sep. 2018 – June 2022*

## EXPERIENCE

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### Server Repair Technician (contract)

Nov. 2023 – Mar. 2024

*Wistron Corporation*

*Santa Clara, CA*

- Performed failure analysis on many Vulcan and Viking boards to identify hardware defects
- Wrote bash Linux scripts for comprehensive Vulcan board quality assurance tests
- Assembled and disassembled 9 different components of Vulcan boards to enhance hardware issue diagnosis
- Managed documentation for Vulcan and Viking units, ensuring accurate tracking of department inventory

### AppleCare Test Engineer (contract)

Aug. 2022 – Nov. 2022

*Apple*

*Sunnyvale, CA*

- Authored Standard Operating Procedures for 10 testing machines, standardizing test processes
- Analyzed and resolved early field failures for 20 AirPods daily, improving product reliability
- Conducted 5-10 unit tests on AirPods and iPhones, ensuring device quality and performance
- Upheld a clean and safe work environment, contributing to workplace health and safety

### Product Management Intern

Jun. 2021 – Sep. 2021

*Seagate*

*Shakopee, MN*

- Transitioned 6 Python logparser files to C++, enhancing code efficiency and maintainability
- Utilized Linux, BusTrace, Voltmeter and oscilloscope to execute 2-5 performance tests, identifying optimization opportunities
- Leveraged Excel for data analytics, presenting findings to 10 team members for feedback and improvement

### Robotics Engineer

Oct. 2016 – May 2018

*Robotics Club*

*San Francisco, CA*

- Collaborated with 10 team members to assemble a robot for the annual robotics competition, fostering collaboration and innovation
- Developed multiple backup solutions, ensuring project continuity and success
- Facilitated team communication and progress through additional meetings, enhancing team dynamics

## PROJECTS

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### Clear Lake Data Visualizations | *JavaScript, React, HTML, CSS, SQL*

Jan. 2022 – Jun. 2022

- Worked within a team of 4 to develop a website that demonstrates data visualizations.
- Adopted the contents from data packages to appropriately plot data visualizations for our website
- Formulated HTML, CSS, Javascript, and React to develop our React Application of the website
- Assembled features like current weather, wind maps, and dropdown menus for different data visualizations.

### UNO Lightning | *C++, Linux*

Jun. 2023 – Current

- Reworked the classic UNO game with 2 additional cards: LIGHTNING card and PARDON card
- Employed abstraction and functions to reduce code complexity and code usage
- Applied troubleshooting and testing skills to ensure smooth gameplay
- Incorporated understanding of game design to determine the limitations of LIGHTNING and PARDON cards

## TECHNICAL SKILLS

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**Languages:** Java, Python, C/C++, SQL, JavaScript, HTML/CSS, MATLAB, Rust, Go, Lisp, Prolog, Ruby, CSharp, Linux

**Electrical Engineering Tools:** Oscilloscope, Voltmeter, ADALM2000, resistors, capacitors, inductors, op-amp, Vulcan boards, Failure Analysis, Hardware Troubleshooting

**Frameworks:** React, Node.js, JUnit

**Developer Tools:** Git, Github, Docker, Visual Studio Code, Visual Studio, PyCharm, Eclipse, BitBucket, SourceTree, MS Office