

# 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

### Thermal SQA Engineer (contract)

Jan 2025 – Current

*Apple*

*Cupertino, CA*

- Utilized Linux scripts and graph applications to perform 3 Thermal SQA tests of 4 different settings on Mac computers for Apple
- Worked with various thermal couples attached to 5 different keys of Mac computers to accurately measure their temperatures in different workloads
- Managed accurate tracking of Mac computers coming from shipping and product design team, double checked all components to maintain quality standards

### 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/UNIX, 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

## PROJECTS

### 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

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

**Electrical Engineering Tools:** Oscilloscope, Voltmeter, Multimeter, 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