

Kuan-Ting (Andrew) Liu

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SUMMARY

Resourceful and dedicated student pursuing a BS in Electrical and Computer Engineering at UC Irvine. Eager to leverage skills in Python, C, VHDL, and other engineering areas to contribute to technology development and create impactful technologies. Seeking engineering roles to gain industrial experience. Strong background in teamwork, administration, and communication.

EDUCATION

University of California - Irvine

Irvine, CA

B.S. in Electrical Engineering & Computer Engineering

Expected June 2025

Cumulative GPA: 3.96/4.0; Dean's Honors List 2021-Present; Tau Beta Pi Honor Society Member

Relevant Coursework: Network Analysis, Discrete-Time Signals and Systems, Engineering Probability, Org. of Digital Computers

EXPERIENCE

UCI Solar Car

Irvine, CA

UCI Solar Car Electrical Engineer

Sep 2022 – Present

- Collaborated with 30+ members to design and manufacture a solar-powered vehicle for the American Solar Challenge.
- Led a group of 4 subteam members researching and developing skills and methods in soldering solar cells, cell encapsulation, and designing panel mounting and aero body.
- Researched necessary sensors and created integration plans using the CAN bus protocol for data collection for optimization.

Taiwan Semiconductor Manufacturing Company (TSMC)

Hsinchu City, Taiwan

DevOps IT Engineer Intern

July 2022 – Sep 2022

- Thrived in a fast-paced environment and maintained effective communication in collaboration with a team of 6 to design and create a mobile form application to reduce use of physical paper forms.
- Developed frontend UI/UX and various features using Flutter framework and Figma.
- Knowledgeable regarding CI/CD procedure in Azure DevOps and pushing application into production.

UCI Housing - Middle Earth

Irvine, CA

Middle Earth Housing Attendant

Aug 2021 – Jun 2022

- Accumulated over 72 hours of customer service, administrative, managerial, and leadership training.
- Assisted team in successfully supporting over 2000 students during move-in day.
- Processed over 1000+ resident packages and maintained customer satisfaction.

UNIVERSITY PROJECTS

Chess Program in C

Mar 2023 - May 2023

- Developed chess program using C and GTK 2.0 in a team of 5, leveraged structure types and memory allocation techniques.
- Implemented advanced chess algorithm, including Minimax with alpha-beta pruning to create a string AI opponent.
- Designed and implemented a simple GUI using GTK 2.0, providing intuitive controls and real-time feedback.

Autonomous Rover

Jan 2022 - Mar 2022

- Collaborated with 6 group members to design and manufacture a functional autonomous rover with SolidWorks, soldering, 3D printing, laser cutting, Arduino, and PixyCam 2.0.
- Administered designing, connecting, and testing rover electrical system and program using TinkerCAD and Arduino, mounting electronics, and assembling.

SKILLS

Programming: Python, C, VHDL, Binary, Assembly, Dart, HTML/CSS, Typescript

Software: Git, GitHub, Xilinx Vivado, TinkerCAD, LT Spice, SolidWorks, KiCAD, MS Office

Machines: Oscilloscope, Function Generator, Digital Multimeter, 3D printing, Laser cutting, Soldering

Languages: Fluent in English, Mandarin