

Matias Liu Schmid

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Education

George Washington University

Computer Science Bachelor of Science and Minor in Art History, (August 2021 - March 2025), Washington, DC

- GPA: 3.5
- Relevant Coursework: Software Engineering, Software for Handheld Devices, Databases, OS, Algorithms, ARVR, Graphics
- Awards & Honors: Presidential Award, Honors Program, Dirk S Brady Endowed Scholar

Organizations

- Theta Tau Gamma-Beta Chapter | Risk Management
- Tau Kappa Epsilon Alpha-Pi Chapter | Member
- SEASSPAN (The School of Engineering and Applied Science Student Peer Advisory Network) | Mentor

Projects

Chat Software Development | September 2022 - December 2022

- Developed real-time chat software using Java and Java Swing
- Conducted user testing and made improvements based on the results
- Launched the chat software on time and received positive feedback from users

The Neuroscience Notebook Podcast | January 2023 - May 2023

- Hosted and recorded a podcast episode exploring the positive and negative effects of video games on the mind
- Collaborated with a team of 15 to develop a podcast series, consisting of 15 episodes covering various topics in neuroscience
- Developed a dedicated website for the podcast, creating a platform that showcases the podcast, and its episodes
- Utilized web development skills to design and implement a user-friendly interface, ensuring easy navigation and accessibility

Application Registration and Advising System (ARCS) | January 2023 - May 2023

- Led a collaborative effort with two teams of three to develop a fully functioning back-end and front-end system for a university
- Developed the advising module, enabling registration, advisor assignment, and graduation through automated audits
- Integrated the three modules into a unified system, ensuring timely delivery of the final product.
- Demonstrated expertise in Python, JavaScript, and CSS to create a polished and efficient system

E-Commerce Software | January 2023 - May 2023

- Developed a front-end and back-end for an online store, featuring over fifty products.
- Designed a user-friendly website interface that enabled users to easily register, log in, and navigate the online store.
- Implemented features such as adding items to the cart, making purchases, and accessing previous order information.
- Ensured inventory organization and security by incorporating form validation techniques.

PUMP App Development | September 2023 - December 2023

- Engineered the PUMP app, utilizing Firebase Realtime Database and Authentication for streamlined user registration and data storage.
- Integrated multiple APIs, including wger.api and ninjas api, to dynamically fetch exercises and workouts, enhancing the app's content
- Implemented Kotlin, XML, and Android Studio to establish a backend and design an intuitive frontend UI
- Enabled users to effortlessly log and track their workouts, featuring comprehensive options such as exercise details, images, and sets.

DinoDrive | April 2024 - May 2024

- Developed DinoDrive, a virtual reality Jurassic experience for the MetaQuest 3 platform, using Unity.
- Implemented dinosaur models and animations and interactive ride experiences.
- Created an educational platform within the app to enhance user learning about dinosaurs.
- Ensured immersive and engaging user experiences by integrating advanced VR technologies and detailed graphics.
- Won the 2024 Festival of Animation award for best Virtual Reality Experience

Experience

Saint Clare of Assisi / Youth Peer Minister

August 2019 - May 2021, Charleston SC

- Gave talks to 50+ youth on how to overcome burdens
- Ran youth retreats and maintained the safety of campers
- Worked closely with team members to deliver project requirements, developed solutions, and met deadlines

TriCorp / IT & Web Development

June 2022 - August 2022, Charleston SC

- Developed and launched a new website for Tricorp, resulting in a significant increase in online visits
- Monitored website performance and made necessary updates for optimal user experience and faster page load times
- Gained experience working in a professional IT/Web Development environment
- Successfully implemented several IT projects, which improved the company's IT infrastructure and increased productivity

George Washington University / Learning Assistant (Software Engineering & Databases)

September 2023 - Current, Washington DC

- Collaborated with the graduate assistant to facilitate lab sessions, providing valuable support to enhance students' learning experiences.
- Assisted students by holding regular office hours, addressing their queries, and delivering additional insights into the course material.
- Played a key role in teaching coding languages and proficiency, contributing to students' understanding and proficiency.
- Worked closely with the professor to enhance the course curriculum, implementing strategies to increase student engagement during class.

Skills & Interests

Languages : Spanish - Native | English - Fluent

Programming Languages: Java | Python | C | Assembly | CSS | Javascript | SQL | Kotlin | LC3 | HTML | Unity | XML | C++ | WebGL |

Additional Skills: Microsoft Word, Excel, Powerpoint | Blender | Adobe Photoshop | Android Studio | Unity Editor | Video Editing

Interests: Poetry | Video Games | Fashion Design | Powerlifting | Art History