

Jason C. Liu

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School Address
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4536 Torrey Pines Dr
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Objective

Ambitious and passionate College Software Engineering Student looking to obtain an internship in the fields of technology

Education

University of California, Irvine

2017 – Current

- Major: Software Engineering
- Minor: Statistics

Technical Skills

Programming Languages: Python, HTML/CSS, JavaScript

Software: GitHub, Microsoft Office, VS Code, VS Studio

Art Technology: Adobe Photoshop, Sony Vegas Pro

Languages: Conversational proficient in Mandarin, English

Experience

UCI Information and CS Student Council Intern

Summer 2018

- Developed and Redesigned the current student council website using HTML/CSS along with Bootstrap framework
- Accessible by all ICS related student organization in order to organize events and submit student council requests
- Managed all student feedback data on the accessibility of the current website which was used to design and recreate the new website

Notable Projects

Personal Website (HTML/CSS/JS)

- [<https://tropicalsunshine.github.io/MyPersonalSite/>]
- implemented CSS and html in order to design a responsive and modern webpage
- Incorporated JS libraries for quick animations and responsiveness to user scrolling
- Hosted by GitHub

Number Recognition Neural Network (Python 3)

- Convolutional NN, with a 96.7% accuracy through feedforward and backpropagation training
- Able to recognize any size hand written digit image
- Individual layers and nodes are implemented from scratch, where each layer contains a certain amount of nodes
- Backpropagation is significantly optimized through memorization of gradient descent functions

Chess AI w/ Minimax Tree (JavaScript)

- Using the Chessboard.js and Chess.js libraries, created a fully playable player vs AI chess game
- Implementing the minimax algorithm to select the maximum evaluation of the opponent's minimum choices
- Foresees player moves 4 steps ahead and makes move based on highest board evaluation

Activities

Hack @ UCI

Irvine, CA

Feb 2 – Feb 4 2018

- 36-hour hackathon, 4-member team designed a 3D chess like multiplayer board game using unity game engine in C#/C++

Cyber @ UCI

Irvine, CA

September 2017 – Current

Tsi Lai Shi Temple Team Leader

Dec 2015 – May 2017

Hacienda Heights, CA

- Lead a team of volunteers to complete tasks on time as completion before Buddhist monks arrived was critically important
- Managed and assigned tasks to each individual making sure standards were put in place

Work Experience

China Palace

Gardena, CA

June 2017 – Aug 2018

- Worked as a cashier, received orders from GrubHub, UberEats and Postmates
- Organized and packaged order for deliveries and managed communication with customers if deliveries were going to be late or there was an issue with the order

Sushi IPPO Server/ Crew Member

Los Angeles, CA

July 2016 – Aug 2016

- all you can eat style sushi restaurant
- Organized tables and communicated with others to insure food was going out to the correct tables

Relevant Courses

ICS 45c: C++ as a second language, ICS 132: Computer Networks, ICS 6D: Discrete Mathematics