**Enyang (Paul) Liu**

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**EDUCATIONAL BACKGROUND**

Bachelor of Science in Mechanical Engineering High School Diploma

University of Illinois Urbana-Champaign Cranbrook Kingswood Upper School

Expected graduation in 2021 2014 - 2017

GPA: 3.2/4.0 GPA: 3.80/4.00

**SKILL**

* Language: English, Chinese and Japanese
* Programming language: Assembly, C/C++, Java, Python, HTML, Javascrpit, CSS

**ACTIVITIES**

Solar Car(2017-2018, University of Illinois, Urbana Champaign)

* Worked on telemetry codes for the first semester, spent most of the time on MPPT and MPPT graphs(java).
* Worked on the firmware, power distribution system code for the second semester to optimize the function of the solar car, spent most of the time working on the power saving feature for the solar car(C++).

**INTERNSHIPS**

Talking Data(2018 Summer, Beijing**,** China)

* Interned in Talking Data for two months. Was on the Branch Location Selection project for Minsheng Bank and was mostly responsible for collecting and processing data.
* Worked on estimating the overall expected branch amount for Minsheng bank in every major cities in China.
* Developed a tool with HTML, Javascript and CSS that can project geofences, points and all of the prediction result for the Minsheng Bank project on a map.
* Scrapped related POI from the internet with python.
* Scrapped geofences of all the major cities the wards of those cities in China, processed the data to make the geofence shorter while keeping its accuracy.

Quantex Group(2017 Summer, Beijing, China)

* Worked on the pitchbook for a small-amount loan project for the first two weeks. Was responsible of the layout and the detail checks of the pitchbook.
* Worked on the test sample for the trading system for the last two weeks. Wrote all the testing sample for the risk control module and conducted system testing the module.

Cranbrook Science Museum(2017 May, Bloomfield Hills, Michigan)

* Interned in Cranbrook Science Museum as part of the Senior May Project for three weeks. Was there to introduce the exhibits to visitors, coming up event proposals and planning for the budget of future exhibits.

Affluence & Eternity Group(2016 Summer, Beijing, China)

* Interned in Affluence & Eternity, an industrial robotics company during the summer. Mainly did testing and user interface debugging during the internship.

**PART-TIME JOB**

* Work in the Onsite Consultant team for Technology Service at UIUC. Was responsible for computer imaging, firmware update, hardware solutions for Fine & Applied Art department.
* Take individual tickets from students of the entire university.