# RIYUAN LIU

Email: Riyuanliu31@gmail.com | LinkedIn: Riyuan Liu | GitHub: Riyuanliu

## EDUCATION

**Hunter College, CUNY**                                                                        Expected May 2025
*Bachelor of Arts, Computer Science* GPA: 3.5
**Relevant Courses:** Data Structures and Algorithms **(**Software Analysis & Design sequence**)**, Discrete Structures, Computer Architecture I/II, Graph Theory, Intro to Data Science

## EXPERIENCE

**Hunter College Computer Science Department**                                          New York, NY
*Undergrad Teaching Assistant, CS 127*                                          August 2023 - Present
- Facilitate daily tutoring sessions for approximately 30 students, providing foundational knowledge
- of computer science
- Proctor quizzes, midterms, and final examinations effectively, ensuring academic integrity.
- Manage tutoring room operations, coordinating student appointments in an orderly manner to best
- accommodate individuals.

**Google+ Basta**                                                                                          Remote
*Google Software Engineering Program | Mentee*                          February 2023 - October 2023
Selected as one of 66 participants, outperforming 130+ applicants, to participate in 10 weeks of rigorous, technical mentoring sessions with a Google SWE and workshops designed to enhance technical problem-solving and interview skills.

**Amazon**                                                                                          New York, NY
*Warehouse Team member*                                                  July 2020 - September 2020
• Perform various tasks related to receiving, storing, and distributing materials within the warehouse.
• Efficiently and accurately handle inventory by ensuring proper labeling, counting, and organization of goods.
• Safely operate material handling equipment, such as forklifts, pallet jacks, and hand trucks, to move and transport items.
• Collaborate with team members to fulfill orders and ensure timely and accurate delivery of products.

## PROJECTS

Tetris (GitHub)                                                                                     06/10/2023
*The project aims to develop a classic Tetris game using the C++ programming language and the SFML (Simple and Fast Multimedia Library) framework.*
The game will be implemented using object-oriented programming principles to ensure modularity, reusability, and maintainability of the codebase.
The graphical user interface will be created using SFML, providing a visually appealing and interactive gaming experience.
CGPA (GitHub)                                                                                      03/23/2022
*A command-line tool written in C++ for calculating GPA (Grade Point Average) for individual college courses and CGPA (Cumulative Grade Point Average) for multiple courses.*
Offers a user-friendly menu, allows input of course details and assignments, and provides the calculated GPA or CGPA, making academic performance assessment easy.
Sudoku Solver (GitHub)                                                                             04/16/2023
*A Sudoku Solver program is a C++ application designed to solve Sudoku puzzles, a popular number-placement game, by finding a valid solution that satisfies the rules of the game.*

## SKILLS

**Skills:** Adobe Lightroom, Adobe Photoshop, Google AdWords, C/C++, Python NLTK, HTML/CSS, SQL, MongoDB, Linux/Unix, AWS
**Certifications:** Microsoft Office Specialist: Word 2013