

# RIYUAN LIU

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## EDUCATION

### City College of New York, CUNY

Sept 2020 - Dec 2021

*Bachelor of Science, Computer Science* GPA: 3.5

**Relevant Courses:** Writing for Engineering, Calculus I, Intro to Comp Science

### 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, Statistics

## 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 of MIPS and Python.
- Proctor quizzes, midterms, and final examinations effectively, ensuring academic integrity.
- Manage tutoring room operations, coordinate student appointments in an orderly manner to best accommodate individuals, and improve my communication skills.

### 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, basics of backend development, and interview skills.
- Learn the use of Git workflow, project management, and open-source version control.

### 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, and teamwork 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 the backend of a classic Tetris game using the C++ programming language and the frontend using the SFML (Simple and Fast Multimedia Library) framework.
- The game will be implemented using object-oriented programming principles to ensure the codebase's modularity, reusability, and maintainability, and provide a readable structured game.
- 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.
- It 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 ([GitHub](#))

04/16/2023

- A Sudoku Solver program is an application designed to solve Sudoku puzzles, a popular number-placement game, by finding a valid solution that satisfies the rules of the game.

### Calculator App([GitHub](#))

12/28/2023

- Recreated iOS calculator app with additional feature, such as real-time function and result display for step-by-step. Developed using Swift, and Xcode, emphasizing UI/UX design

## SKILLS

**Skills:** Lightroom, Photoshop, Google AdWords, C/C++, Python(Pandas, Matplotlib, Sklearn, Pytest, Numpy) HTML/CSS, SQL, MySQL, MongoDB, Linux/Unix(Arch OS), AWS, MIPS, React

**Interests:** Backend, Database management, crypto, machine learning, Swift

**Certifications:** Microsoft Office Specialist: Word 2013