

# Aaron Liao

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**EDUCATION** University of California, Irvine August 2014 – Present  
**Major:** Computer Engineering, B.S. **GPA:** 3.78  
**Courses:** Digital Logic, Network Analysis, Computer Organization / Microprocessors

Troy High School June 2010 – May 2014  
Troy Tech Program, Advanced Placement **GPA:** 4.31 / 5  
**Courses:** Boolean Algebra & Logic, Integrated Circuits, SolidWorks

**SKILLS** **Hardware:** Arduino, 3D Printing, Soldering, Lab Equipment  
**Software:** SharePoint, Excel, Visio, InfoPath, SolidWorks, PSpice, vSphere  
**Languages:** C, Java (Android API), Python, VHDL

**EXPERIENCE** **The Boeing Company** June 2016 – Sept 2016  
Intern – Information Technology St. Louis, MO

- Part of systems integration team that maintains 2000 servers for business systems
- Balanced multiple responsibilities and projects concurrently for the first time
- Maintained server compliance using VMware tools
- Managed administrator access policies and updated server information
- Decommissioned servers for data center migration
- Tracked obsolescence status for multiple software / OS
- Created SharePoint website to house team metrics, meeting notes, and files

**High School Starleague** April 2012 – Present  
Product Manager Online

- Managing online tournaments with thousands of players and scholarship prizing
- Training other division administrators how to use various software and tools
- Designed graphics for online publication

**NOVAtime Technology, Inc.** Summer 2013  
Operations and Sales Intern Diamond Bar, CA

- Installed and programmed proprietary firmware on biometric time clocks for inventory and shipment
- Scripted and directed instructional videos on time clocks for end-users

**PROJECTS** two-K April 2015

- Produced and sold 25 compact keyboards for the rhythm game “osu!”
- Used SolidWorks to model and send to 3D printer
- Soldered key switches to Adafruit Trinket—an Arduino based microcontroller

SpaceY April 2016

- 24-hour Hackathon project—Learned Python and built a resource mgmt. game

Blocki May 2016

- Multithreaded Android side-scrolling game developed for course asmt