Tom Liu

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Education	**University of California, Berkeley** Bachelor of Arts, Computer Science Major – 2021 **Coursework:** Data Structures, Algorithms, Machine Structures, Security, Operating Systems, Internet, Computer Graphics, Database Systems

Skills

Languages: **proficient:** Java, Python, C, HTML, CSS, SQL
experienced: Javascript, React Library, Go, R
Frameworks: NodeJS, Springboot, RESTful API, JUnit Tests

Experience

8x8, Campbell, CA   June-Sep 2020
Quality Engineer Intern
- Generated, managed, and executed test cases for the 8x8 Virtual Desktop application
- Analyzed, verified, and logged discovered bugs on Jira and Testrail
- Helped build and run automated tests for a SaaS product in development
- Collaborated with other teams in an Agile working environment with Test Driven Development
- Relay testing activities between QA Team and Project Engineers to fix and improve product performance

Zoom Video Communications, San Jose, CA   May-Aug 2019
Web Dev Intern
- Developed a tool for stress testing Web servers and several URIs and APIs
- Utilized SpringBoot and Thymeleaf as a backend and frontend respectively
- Wrote tests for RESTful APIs using both OAuth and JWT for Sessions and authentication
- Used Elasticsearch and Kibana to store and visualize test results
- Analyzed Http payloads and decoded Protobuffers from real user web traffic

Moxtra, San Jose, CA   June-Aug 2017
Software Intern
- Created and deployed a tool using Javascript and HTML to convert translation files into useable files for the Moxtra App
- Built a web UI for correcting and changing any translation errors
- Adopted NodeJS and mySQL as a backend for editing translation files and managing version control

Projects

Personal Profile Page, (React, NodeJS)
- Web Application built using NodeJS and React where the user can make their own account
- Implemented features such as uploading a profile picture, and utilizing Sessions to preserve logins
- Used Redis as a backend storage to store user information, and used Webpack for easier development

Solid Texture Synthesis, (C++)
- Coordinated with a team to create a tool to form a Solid Texture from a 2D Exemplar
- Techniques ranged from simple stacking to histogram matching local neighborhoods

Youtube Chat Translator, (Python, Javascript)
- Devised a flask application for translating Youtube livestream chats to english
- Features included colored chats, member indication, and message limits