

Yuhan Liu

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EDUCATION

University of Michigan

Ann Arbor, MI

Bachelor of Science in Engineering in Computer Science

December 2017

Minor in Math

GPA:3.2/4.0

Relevant courses: Intro. to Machine Learning, Intro. to Artificial Intelligence, Intro. to Computer Security, Database Management System, User Interface Development, Computer Game Design and Development

SKILLS

- Programming Languages: Proficient in C++, Python, Matlab; prior experienced C, SQL, PHP, JavaScript, Swift, C#, HTML, CSS, Angular JS
- Applications: Unity, Git, GameMaker, Visual Studio, Xcode, MySQL
- Languages: Native proficiency in Mandarin, proficient in English, fluent in Spanish

RELEVANT EXPERIENCE

Sneak Robber

October 2017-December 2017, Ann Arbor, MI

- Developed a 3D three-person multiplayer split screen game where two players play as thieves trying to steal treasure and one player play as a ghost trying to catch thieves in Unity
- Designed and implemented main menu, tutorial, credit, score scenes and their transitions; took care of game manager and information passing through different scenes
- Developed game mechanics including treasure, score system and ghost catching thieves
- Set up game scene backgrounds and designed simple UI
- Selected proper BGM and sound effects for the game
- Collaborated with three team members using product management tool Redmine
- Won second place of the EECS 494 showcase

Internship at Qingdao Women and Children's Hospital

June 2017-August 2017, Qingdao, China

- Developed a secure website to help a hospital IT department to effectively read, write, save and modify crucial information for maintenance of PCs and PDAs of the entire hospital
- Designed the base structure using HTML and CSS, making the website dynamic using PHP and MySQL
- Wrote SQL queries to fetch data in MySQL and created JavaScript Echarts to visualize the data points for the users; reduced the communication time by 40%
- Optimized SQL queries to improve efficiency and increase accuracy in the hospital internal confidential database

Game Development Project "Delivery Kids"

January 2015-May 2015, Ann Arbor, MI

- Developed a game with three team members using Python and Pygame for Autism Spectrum Disorders children
- Designed the game to facilitate the children to advance their abilities in concentration and memorization
- Programmed the clicking objects' events handler to find the items for the corresponding delivering customer in the game
- Combined all the components from teammates, finalized the game and tested the functionality
- Wrote proposal, user manual, final report with team members; presented the game to some users

OTHER EXPERIENCE

Society of Global Engineers

Ann Arbor, MI

Chair of Recruitment Committee

January 2015–May 2016

Co-chair of Membership Committee

September 2015-May 2016

Secretary

May 2016-Present