

Zicheng Liang

Github ↗ | My Portfolio ↗ | LinkedIn ↗
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EXPERIENCE

RESEARCH ASSISTANT | TRINITY COLLEGE DUBLIN

Feb 2025 - Apr 2025

- Analyzed a LLM chatbot performance by writing manual test cases
- Identified key issues such as hallucination and UI/UX drawbacks for research report inclusion

PROJECTS

BEAT BOT ↗ | AGENTIC WORKFLOW DEVELOPER & DEVOPS

Jan 2025 - Apr 2025 | Mentored by IBM engineers

- Architected an AI music composition workflow by synthesizing 10 research papers + music theory
- Implemented the agentic workflow using LangGraph, leveraging parallelization and map-reduce patterns to optimize performance, cutting generation time by 50%.
- Streamlined application delivery through Docker containerization.
- Managed deployments across AWS-ECR/ECS (initial phase) and Vercel+Railway (subsequent iteration).
- Followed agile development pattern, reporting progress and integrating architectural and research insights from weekly client (IBM mentor) meetings.

GITLET ↗ | A CLI TOOL IMPLEMENTING GIT'S BASIC FEATURES

Jul 2024 - Aug 2024 | UC Berkeley CS61B - Data Structure & Algorithm

- Built a version control tool with 13 Git-style commands, including add, commit, checkout, and merge.
- Applying Data Structures including List, Trees, Maps, Graphs; Algorithms including Tree's Lowest Common Ancestor.
- Implemented Java File I/O, serialization, and SHA-1 hashing for secure data management.

ACTIVITIES & EVENTS

GOOGLE CODE RETREAT | GOOGLE DUBLIN OFFICE

25th Apr 2025 | Google Ireland

- Rebuilt Conway's Game of Life in 6 iterations with fast-changing requirements
- Applied Test Driven Development into 4 iterations
- Pair-programmed with 3 partners, including a Google engineer

IRL-CPC | UNIVERSITY COLLEGE CORK

1st Mar 2025 | ACM Student Chapter

Ranked 9th among 70 teams in Ireland's Collegiate Programming Contest

HACKIRELAND | DOGPATCH LAB

27-28th Mar 2025 | HackIreland

Developed a spoken-English companion for non-native speakers with OpenAI's Realtime audio API

EDUCATION

TRINITY COLLEGE DUBLIN

BACHELOR OF COMPUTER SCIENCE

Sept 2023 - Jul 2027 | Dublin, Ireland

Grade: I (avg. 85/100)

SKILLS

PROGRAMMING

Python, C/C++, Java

WEB DEV

Javascript/Typescript, CSS, HTML
Next.js, React, Flask, PostgreSQL

AI/ML

LangGraph/LangSmith
Tensorflow

DEVOPS

Docker
AWS EC2/ECR/ECS

OS & TOOLS

Linux (NixOS)
Git/GitHub/GitLab

COURSEWORK

COLLEGE COURSE

Algorithm & Data Structure I: 72

Algorithm & Data Structure II: 85

System Programming: 92

Discrete Maths: 90

OPEN COURSE

Joy of React by Josh Comeau

CS61B Data Structures by UC Berkeley

Supervised Machine Learning:
Regression and Classification by
Andrew Ng

OTHER

Visa: Stamp 4 - Permanent resident