ANNA CHANG LIU

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EDUCATION

University of California, Berkeley   May 2015
B.A. Integrative Biology
- Computer Science 61A: Structure and Interpretation of Computer Programs

University of Washington   Winter Qtr 2016
- Computer Science & Engineering 142: Computer Programming I

WORK EXPERIENCE

Quality Assurance Intern – *CaptureProof*   May–Jul 2015
- Built and designed from scratch an automated QA framework using the Selenium WebDriver to test CaptureProof's web application across multiple browsers

Church Plant Intern – *Gracepoint Seattle*   Aug 2015 – Present
- Designed and produced all church assets, including banners, posters, flyers, web icons, and logos for the purpose of attracting students to a brand new campus group
- Planned menus and managed teams to prepare and serve food for groups of 70-200 people on a weekly basis

SKILLS

Programming Languages: Python, Java, JavaScript, HTML, CSS, SQL
Other Technologies: Selenium, Photoshop, Illustrator, LaTeX, Microsoft Office Suites
Languages: Conversational in Mandarin Chinese

PROJECTS

Ants – *CS 61A*   Spring 2015
- Programmed a tower defense game with multiple difficulty levels for protecting an ant colony from invading bees
- Combined functional and object-oriented programming paradigms to design various characters, map layouts, and special effects

Yelp Maps – *CS 61A*   Spring 2015
- Built a visualization of predicted restaurant ratings for a user based on their history of ratings from the Yelp academic dataset
- Designed data abstractions and algorithms revolving around list comprehension to crunch Yelp data

The Game of Hog – *CS 61A*   Spring 2015
- Developed a simulator for a two-player dice game and created an AI that would win against typical computer players
- Used higher-order functions to write DRY code representing multiple game strategies