

## I-Chun (Arthur) Liu

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### EDUCATION

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#### University of California, Los Angeles, Los Angeles, CA

Master of Science, computer science; GPA: 3.38/4.0

June 2016

Relevant Coursework: Computer Security, Computer Network, Protocol and Systems Design for Wireless Mobile Networks, Machine Learning Algorithms, Pattern Recognition and Machine Learning, Big Data Analytics

#### University of Wisconsin-Madison, Madison, WI

Bachelor of Science, computer science; GPA: 3.68/4.0, CS GPA: 3.71/4.0

May 2014

### SKILLS

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**Programming Languages:** proficient in JavaScript, Java, Swift; prior experience with C++, C

**Languages:** Mandarin Chinese (native), English (fluent)

### WORK EXPERIENCE

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#### Firefox DevTools Debugger – Open Source Contributor, GitHub

Mozilla

November 2016–Present

- Contribute to Firefox's new DevTools Debugger. The Debugger is written in React and Redux with the goal of being the first universal debugger for any platform: Firefox, Chrome, and Node. I've made over 28 contributions to the Debugger, from small UI fixes to significant features.
- Added "Save Tabs" and "Save Breakpoints", two features that lets users persist debugger state across sessions. The features required saving Debugger state to Local Storage as the user navigated sources and added and removed breakpoints. We refactored the way in which sources were referenced in the Debugger from a system that used Source IDs to a system that used URLs so that they would be consistent over time.
- Helped add flow type annotations to Debugger, which makes the code more understandable to new contributors and adds confidence when approving pull requests. I added flow annotations to most of components and utilities.

#### Foreign Language Specialist – Conscript, Taipei, Taiwan

National Development Council

August 2016–Present

- Translate social/cultural development policy documents from and into Chinese and English.

#### Project 1: Place to Study, Los Angeles, CA

Independent Project

June 2016–November 2016

- Designed a website (Place to Study) for students to find locations to study around campus. The website had three main features: a search UI for discovering locations, a CMS for adding and reviewing new locations, and a ratings and review system.
- Developed website with responsive layout and Firebase backend so students could use the application while on the go, and it would run on any device.
- Place to Study was a success on campus and was featured in *Daily Bruin* newspaper.

#### Project 2: Master's Capstone Project, Los Angeles, CA

University of California, Los Angeles

July 2015–June 2016

- Designed a platform to connect businesses to their customers. The platform consisted of two applications: a web CMS for businesses to manage their store information and promotions, where updates to this information would alert their customers, and an iOS app for customers that provided easier access to their favorite stores.
- The iOS app had 2 main features: 1) a mechanism for users to share their favorite stores with other users' by using locations and making/checking updates on relational database, and 2) a clean UI dedicated to displaying promotions where users could easily glance through each store's promotions.

- Visited local stores near UCLA, signed 87 of them up for the program, and created their store pages. I also obtained a sponsorship from ComNet, who supplied 150 of \$5 calling cards and 250 discount cards to students to help promote this platform.

## REFERENCE

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To whom it may concern,

Arthur has been one of the highest achieving team members over the past six months. He jumped into the project and almost immediately began having an impact. His “can do attitude” has allowed him to consistently tackle new and challenging issues.

Over the past six months, he’s worked on our UI, redux backend, and flow type annotations. He requested the most challenging issues. On the UI, he implemented “Reveal in tree”, which parsing source URLs and traversing our directory tree structure. On the Redux backend, he implemented “save tabs” and “save breakpoints”, which lets users close and re-open the debugger without losing their debugger state. And in flow, he helped bridge the backend “client” types and front-end UI components, which let us share types such as breakpoints, and sources across the stack.

All three of these projects required significant problem solving, communication, and iteration. It could not have been better to work with Arthur throughout the process. I’m confident that whatever team he joins will benefit tremendously.

~ Jason Laster, Debugger Team Lead