

# BENJAMIN F LIU

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## EDUCATION

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### San Jose State University

*August 2013 - May 2017*

BS, Computer Science

Cumulative GPA: 3.17

Relevant coursework: Data Structures and Algorithms, Object-Oriented Design, Server-side Web Programming, Software Engineering

## PROJECTS

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### Color Website

<https://github.com/benfangliu/colors-website>

- Developed a color palette generator website for designers to discover new color schemes and experiment with different color palettes.
- Implemented website using ReactJS, JSX, and Sass

### Computer Vision Website

<https://github.com/benfangliu/computer-vision-pipeline>

- A group project where we developed a website that overlays a face mesh on detected faces from an uploaded video
- Worked on server-side PHP code and incorporated the open-source software: FFMPEG, OpenFace, and EyeLike into our application's pipeline

### Virtual Web Tour

<https://sjbetsuinfall2016.bitbucket.io/>

- As a team implemented a virtual web tour for the San Jose Buddhist Church to simulate the experience of the church and to educate users about the church
- Implemented web application with HTML, CSS, JavaScript, JSON, and Pannellum

### Battery Life

<https://github.com/benfangliu/battery-life>

- Developed a web application that provides a visualization of the user's life span
- Implemented web application with HTML, Sass, and JavaScript

### Stacky Block

<https://github.com/benfangliu/stackyblock>

- A block stacking arcade game released on the Google Play Store with over 100 downloads
- Developed game using Java and the game development framework LibGDX
- Implemented leaderboard using the Google Play services API

## SKILLS

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JavaScript

ReactJS

Figma

HTML

jQuery

Adobe Photoshop

CSS

Sass

Adobe Illustrator

Java

Git

PHP

MYSQL