

Benjamin Liang

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SKILLS

Technology: Python, Typescript, React, React-Native, NodeJS, SQL, noSQL, C#, TensorFlow

PROJECTS

Nutrition App *React-Native, AWS* Nov 2022 - Present

- Develop mobile app that helps users reach their nutritional and fitness goals with a serverless architecture.
- Build front end with React Native and integrate back end services with AWS services including Gateway API, DynamoDB, and Cognito.
- Structure front end architecture to adhere to MVC design pattern.
- Write unit and integration tests for components and Redux reducers with Jest.

RoadExplorer *React, NodeJS* <https://roadexplorer.herokuapp.com> Apr 2022 - Nov 2022

- Developed a full-stack web application to allow users to plan road trips and save their trips online.
- Implemented directions and trip details with Google Maps API and parsed JSON data fetched from Yelp API to provide users with suggested points of interest along their route.
- Built a custom NodeJS server to handle fetch and user authentication requests securely.
- Integrated noSQL database to verify users' browser sessions and store trip data.
- Deployed application to Heroku by adapting code to production and development environments.

Image Classifier *Python, TensorFlow, Keras* Jul 2022 - Aug 2022

- Cleaned and pre-processed raw data from CIFAR10 dataset.
- Defined a convolutional neural network to classify images to 10 different categories.
- Utilized TensorBoard along with dropout and augmentation techniques to improve accuracy of trained model.

Real Estate Valuation Tool *Python, TensorFlow, Pandas* Jun 2022 - Jul 2022

- Created a script that provides property price valuations in Boston and California.
- Obtained public data sets from Scikit to train a Multi-variable Regression model with TensorFlow to provide accurate valuations with 92% confidence.

Lander X *C#, Unity2D* Aug 2021 - Dec 2021

- Developed a 2D platform game with Unity for mobile devices.
- Wrote scripts to implement thrust vectoring controls allowing players to navigate the rocket to target.
- Implement data persistence on local devices to track high scores and save user's progress.
- Designed all graphical user interfaces for screens and logic for game mechanics.

CERTIFICATES

Google IT Automation with Python Coursera, July 2022

- Relevant Skills: Python, GIT, Google Cloud

Web Development Bootcamp Udemy, August 2022

- Relevant Skills: Javascript, HTML/CSS, React, NodeJS, ExpressJS, noSQL

EMPLOYMENT

Project Manager May 2021 - March 2022

Narito Sheet Metal & Mechanical *Honolulu, Hawaii*

- Ensured HVAC contracts were completed within budget, and work was performed within specifications and SOP.
- Generated proposals on Gordian for Department of Education contracts.
- Created detailed schedules and coordinate sub-contractors that would reduce risk of delays on critical paths.
- Executed RFIs, change orders, submittal packages, and purchase orders for contracts worth over \$1M.

Project Engineer January 2020 - May 2021

Narito Sheet Metal & Mechanical *Honolulu, Hawaii*

- Review material takeoffs with mechanical drawings for purchase orders.
- Facilitate communications with sub-contractors and clients.
- Assist Senior PM with producing submittal packages.

EDUCATION

University of Hawaii at Manoa

BS Mechanical Engineering

Honolulu, HI

August 2016 - May 2020