

# Benjamin Liang

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## SKILLS

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

## PROJECTS

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

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

### **RoadExplorer** *React, NodeJS, Google Map API* 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 MongoDB 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

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### **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

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### **Project Manager** January 2020 - March 2022

*Narito Sheet Metal & Mechanical*

*Honolulu, Hawaii*

- Ensured HVAC contracts were completed within budget, and work was performed within specifications and SOP.
- Generated price proposals on Goridan for Department of Education Contracts that increased profits by 8%.
- Created detailed schedules with Primavera P6 and Microsoft Project to integrate sub-contractors' availability and increase productivity.
- Produced RFIs, change orders, submittal packages, and purchase orders for contracts worth over \$1M.
- Facilitated pre-construction meetings and site visits prior to construction.

## EDUCATION

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### **University of Hawaii at Manoa**

BS Mechanical Engineering

Honolulu, HI

August 2016 - May 2020