

Beide(Zhaoying) Liu

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EDUCATION

University of California, Irvine

B.S. IN COMPUTER SCIENCE

Irvine, CA | Expected Graduation June 2022

GPA: 3.806

Clubs/Activities: Engineering Student Council
App Dev Club
Class Grader/Learning Assistant

EXPERIENCE

Student Staff at Office of Student Housing

Irvine, CA | September 2020 - Current

- Providing service to the entire student body who is currently residing on-campus and making sure to provide a comfortable and a welcoming living environment.
- Going beyond the assigned responsibility by developing programs to better assist professional staff according to their custom needs.

Member of App Dev Club at UCI

Irvine, CA | March 2020 - May 2020

- Student initiative where my group developed an IOS application that allowed students to estimate their course grade given grade percentages.

Lab Tutor at School of Informatics & Computer Science

Irvine, CA | September 2019 - March 2020

- Offered academic support for hundreds of students under the School of Informatics & Computer Science ranging from introductory material to more advanced topics such as data-structures and dynamic programming.

Research Assistant at Synthetic Evolution Lab

Irvine, CA | June 2019 - March 2020

- Designed and prototyped programs that allowed lab researchers to slice different thousands of DNA combinations and examine from a statistical perspective.
- Conducted with data-mining to create visual graphs with given parameter settings such as different parts of DNA.
- Using python, rescaled raw experiment data into understandable DNA matrices.
- The work has been published:
doi: <https://doi.org/10.1101/639120>

STEM Coordinator at Engineering Student Council

Irvine, CA | September 2018 - June 2019

- Planned events for Engineering majors and Computer Science majors.
- Helped organize at least two events per quarter to increase first year students' involvement and networking opportunities among other companies in events such as E-week and STEM career fair.

SKILLS

Programming:

Python • C++ • C • Swift •
SQL • Java • R • Lisp • Scheme
• MIPS Assembly • Git/Github •
Prolog • Logic

Technical:

Chinese(Mandarin) • Microsoft
Office • Adobe Photoshop •
Adobe Indesign • Procreate •
Illustrator

COURSEWORK

Artificial Intelligence
Machine Learning/Data Mining
Data Structures
Principles of System Design
Information Retrieval
Database Management
Computer Organization
Functional Programming

PROJECTS

VisArt

Programmed for IOS, VisArt effectively uses ARKit 2, and The Metropolitan Museum of Art Collection API. The user can select/upload artworks that they like and project them onto flat surfaces such as walls through augmented reality

Checkermate

An AI checker player that uses reinforcement learning to successfully play against human players.

PeterChat

PeterChat served as an online chat room for the students in different classes. Students can log in with their own username and password to enter/create chatrooms.