

BRANDON HAOTIAN LIU

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EDUCATION

University of Washington

B.S. in Computer Engineering & Applied Physics *GPA: 3.91*

Seattle, WA

Sep 2018 - Jun 2022

Relevant Courses: Computer Programming II, Matrix Algebra, Introduction to Differential Equations, Advanced Multivariable Calculus

Current Courses (before Summer 2020): Foundations of Computing I/II, Data Structures and Parallelism, Introduction to Algorithms, Software Design and Implementation, The Hardware/Software Interface, Fundamentals of Electrical Engineering

Ohlone College

GPA: 4.0

Fremont, CA

Jun 2015 - Sep 2017

Relevant Courses: Programming with Data Structures, Java Programming, Introduction to Computer Programming Using C++

EXPERIENCE

noHold, Inc.

Software Engineering Intern – C#, XML

Milpitas, CA

Aug 2019 | Sep 2019

- Implemented connector for supporting multiple third party products so noHold's virtual agent can fetch corresponding data from customers and integrate with customer products seamlessly
- Integrated the virtual agent to knowledge databases for updating existing knowledge articles to allow the virtual agent and live agents to better leverage artificial intelligence
- Standardized information flow to and from knowledge databases such as ServiceNow by utilizing a XML schema for all virtual agent data requests and retrievals

SafetyPin

Backend Developer Intern – Java

San Francisco, CA

Apr 2017 | Oct 2017

- Lead for the project Newzilla, a news engine for consumers to view relevant news filtered from noise that matters
- Developed a REST API in Java to collect, sort, & catalog news articles based on popular categories and user preference from 71 news sources to a single service
- Implemented the REST API by hosting on an AWS web server to allow a mobile application to retrieve up to date news reports tagged by location and user social circles and links

PROJECTS

Audio Visualizer *Java*

Implemented a Discrete Fourier Transform to extract frequency data from an unique waveform from songs. Analyzed the parsed data and filtered it through custom rules to display a flexible bar chart.

Jokemon *Java*

Implemented framework to automatically generate game maps and textures without changing code using input text files. Exercised design principles to seamlessly integrate teammate's battle simulator.

Minesweeper Bot *Java*

Utilized artificial intelligence that considers cell combinations and potential bomb discrepancies to develop a probabilistic map of the board to automatically solve the randomly generated game.

What is Trending *C#, HTML5/CSS*

Utilized Twitter's Rest and Streaming API to allow interactive searches for tweets. Implemented IBM's Tone Analyzer to survey emotional mood of topics. Created web socket to connect website and backend.

SKILLS

Languages: Java, C#, C/C++, HTML5/CSS, MATLAB
Technologies: Mathematica, Android Studio, Apache