

Brian Liang

BrianL@u.northwestern.edu

brianliang.me

WORK EXPERIENCE

Expedia Group - Software Engineering Intern

June - Sep 2018 // San Francisco, CA

- Worked on the Hotwire Hotel team on full-stack development in AngularJS and Java Spring.
- Implemented an upsell modal with a 10% exposure rate and achieved higher customer retention.
- Built a pipeline to optimize data retrieval on hotels from Brand Expedia inventory databases.

Inetsoft Technology - Software Engineering Intern

June - Sep 2017 // Piscataway, NJ

- Ported data visualization software from Flash/Actionscript to Angular/Typescript.
- Assisted senior developers on bug analysis and resolution - successfully resolved over 40 bugs.
- Utilized Chrome developer tool to quickly identify layout, UX problems, and solutions.

PROJECTS

Slackathon // 3rd place

- Developed a carpool slack bot in 10 hours at Slack's first hackathon and placed 3rd overall (\$2,500).
- Utilized Node.js / Express, implemented Slack / Google API's, and persisted data with PostgreSQL.

Amber - HCI // tylrodg.github.io/amber

- Developed site with refined UI/UX for information on Amber Alerts and general child protection.
- Implemented Bootstrap, Javascript/JQuery scripts, and Google API's for look/feel and functionality.

Independent Development // Summer 2016

- Self-taught Unity Game Development and created a cross-platform game using C# and Unity's SDK.

EDUCATION

Northwestern University - B.A. Computer Science - GPA: 3.7/4.0

Sep 2016 - June 2020 // Evanston, IL

- | | | |
|-----------------------------|------------------------------|--------------------------|
| • Algorithms | • Databases | • Networking |
| • Computational Photography | • Discrete Math | • Programming Languages |
| • Computer Programming | • Game Development | • Linear Algebra |
| • Computer Systems | • Human Computer Interaction | • Multivariable Calculus |
| • Data Structures | • Machine Learning | • Statistics |

ACTIVITIES

Institute for Student Business Education - Lead Developer

Sep 2016 - Jan 2017 // Evanston, IL

- Worked with four other students to refactor a stock market analysis app from Matlab to Python.
- Guided less experienced members to complete web scraping and GUI implementation.

.Dev: Software Development Club - Developer

Jan 2018 - Present // Evanston, IL

- Prototyped and began development of an Internship-experience-sharing platform (Innerview).
- Full stack developer, with a focus on the backend (currently learning backend technologies).

LANGUAGES

- | | | |
|--------------|--------------|-------|
| • Java | • Python | • SQL |
| • JavaScript | • TypeScript | |
| • C# | • C++ | • C |

FRAMEWORKS/TOOLS

- | | | |
|-----------|-----------|--------------|
| • Angular | • Node.js | • Unity |
| • Git | • NPM | • PuTTY |
| • Jest | • Jasmine | • Tensorflow |

INTERESTS

- | | | |
|----------|-------------|----------|
| • Food | • Design | • Tech |
| • Travel | • Ping-Pong | • reddit |
| • Coffee | • Mochi | • Pizza |