

Brandon Liu

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Github: <https://github.com/brandonisthebomb/>

Education:

University of Virginia, Computer Science and Commerce (Finance) double major, 2015-2019 (expected)

- Current GPA: **3.87**, In-Major GPA (CS): **4.00**, Dean's List
- Relevant Coursework: Software Development Methods, Program and Data Representation (Data Structures, in progress), Discrete Mathematics, Linear Algebra, Financial Accounting, Managerial Accounting (in progress), Economics
- Leadership and Activities: Hackville Wireframe Web-dev program (Member), Chinese Student Association at UVA (Community Chair), International Relations Organization (Committee Chair), Madison House Volunteering (Mentor).

Thomas Jefferson High School for Science and Technology, 2011-2015

- Relevant Coursework: Application Development Sr. Research Lab, AP CS A with data structures, Artificial Intelligence, Mobile and Web App Development, Intro to CS

Work Experience:

CS2110 Teacher's Assistant, University of Virginia, August 2016-Present

- TA for CS2110 Software Development Methods, an intermediate software programming course that focuses on introducing students to problem solving, algorithm complexity, software design, and data structures.
- Responsible for helping grade homeworks/exams and for guiding students in lab.

Strategic Innovation Group Intern, Booz Allen Hamilton, June 2016-August 2016

- Software development lead for a team of interns.
- Developed a web application for a client in the entertainment industry using Python, MariaDB (MySQL), R, and JavaScript
- Booz Allen Summer Games. Worked on Data Science and analytics.

Technical Intern, GMU Department of Computer Science, June 2014-August 2014

- Worked with Android malware testing environments and custom Linux/Ubuntu development environments
- Performed environment debugging.

Projects:

Andromeda, Web, 2016

- Created an entertainment analytics web application and served as the development lead for a team of interns at Booz Allen Hamilton.
- Responsible for webscraping data with Python/Beautiful Soup and MySQL/MariaDB as well as developing a web application in R and hosted on AWS.

WAHOOWALKfaster, Android, 2016

- Personal Android application that merges two UVA bus transportation apps: one for Charlottesville Area Transit and one for University Transit Services. Uses Retrofit to read in data from a REST API and stores it in local sqllite database.
- Future versions of the app will use machine learning to create accurate estimate of when to walk and when to run for a bus.

Eye, Android, 2014 - 2015

- Android application as part of Senior research technology lab. Spent two semesters working on an implementation of facial recognition on the then newly-released Android 5.0 Lollipop and android camerav2 module using OpenGL.
- Gave experience in machine learning techniques and image recognition.

Workouts, iOS, 2016

- Personal Swift iOS application that records basic interval training data in an easy-to-access way. Useful for on the go. Beginner project in Swift.

Motivation Manager, Android, 2014

- Android application for PilotDC Hackathon. Helps users focus during studying. Displays messages and restricts usage of social media.

Languages:

- **Experienced:** Java, Python, SQL
- **Proficient:** HTML, CSS, R, R Shiny, C++
- **Beginner:** Swift, Javascript