

Dennis Liang

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EDUCATION

University of California, San Diego

Bachelor of Science in Computer Science, Minor in Business

San Diego, CA

September 2021 – June 2025

- Grades: 3.8/4.0 GPA, Provost Honors, Shores Scholarship

TECHNICAL SKILLS

Programming Languages: Java, Python, C/C++, JavaScript, HTML/CSS, Bootstrap, Markdown, SQLite, JDBC

Developer Tools: Atom, Git, GitHub, Visual Studio, VS Code, Vim, Jupyter Notebook

Concepts: Object-Oriented Programming, Software Design Patterns, and Algorithm, Compiler Code Optimization, Ajax

RELEVANT EXPERIENCE

Undergraduate Research Assistant | *C++, Python, OpenCV, Spinnaker SDK* January 2024 – Present

University of California, San Diego Center for Visual Computing

San Diego, CA

- Assisting in pioneering visual reconstruction research under a PhD student, focusing on the development and optimization of algorithms for enhanced imaging. Playing a key role in coding, debugging, and testing FLIR Blackfly S camera software, contributing to significant improvements in image quality and processing speed.
- Instrumental in setting up and calibrating advanced imaging equipment, ensuring optimal performance for experimental accuracy. Demonstrating technical proficiency and attention to detail in managing complex setups, leading to more efficient and accurate data collection for research objectives.

Software Engineering Intern | *Bootstrap, HTML, CSS, JS*

September 2023 – February 2024

Early Transition in Tech Association

Remote

- Designing and developing a student-friendly web app learning platform using HTML, CSS, JavaScript, React, and Bootstrap to provide computer science education for under-served communities in Birmingham, AL
- Collaborating with an Agile software development startup team of 10 software engineers to create innovative technology solutions

Web Developer | *HTML, CSS, JS, Netlify*

June 2023 – September 2023

University of California, San Diego Cycling Team

San Diego, CA

- Spearheaded custom website based on the variable needs of the cycling team resulting in increased communication amongst 30 team members and the greater cycling community
- Developed website using HTML, CSS, JavaScript, and GitHub Pages with future development in mind allowing for a streamlined future upgrade process

Computer Engineering Intern | *Google Firebase, HTML, CSS, JS*

September 2020 – February 2021

Vernier Software & Technology

Portland, OR

- Developed an online web app for displaying statistical data from educational Bluetooth science sensors using JavaScript, HTML, CSS, and Google Firebase resulting in a new platform for scientific sensors
- Coordinated communication with clients to continuously improve the product through the software development life cycle

PROJECTS

Velo Score | *MongoDB, React, HTML, CSS, JS, Bootstrap*

September 2023 – Present

- Currently leading the solo development of a Bike Racing Points Calculator App, focusing on user-centric design and precise point tracking for cycling events, from concept through ongoing development phases.
- Responsible for iterative testing and continuous enhancement, ensuring the application's reliability and ease of use, with a commitment to delivering a robust and user-friendly tool upon completion.

Say-It ChatGPT Voice Assistant | *Java, OpenAI API, Whisper API, MongoDB, JUnit* April 2023 – June 2023

- Developed a ChatGPT email and search voice assistant using REST API and Open AI
- Collaborated with a team of 5 other software engineers under an Agile software development cycle
- Facilitated product feedback meeting with the client after each milestone to continuously fulfill customer requirements