Dennis Liang

971-678-7992 | dennisliang01@gmail.com | [LinkedIn](#) | [GitHub](#) | dennisliang.me

EDUCATION

University of California, San Diego   San Diego, CA
Master of Science in Computer Science   *(Expected) September 2025 – June 2026*

University of California, San Diego   San Diego, CA
Bachelor of Science in Computer Science, Minor in Business   *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, React, Sass, Redux
Developer Tools: Atom, Git, GitHub, Visual Studio, VS Code, Vim, Jupyter Notebook, Android Studio, Figma
Concepts: Object-Oriented Programming, Software Design Patterns, and Algorithm, Agile Software Development
Software: Asana, Jira, GitHub Projects, Slack, Google Workspace, Microsoft Office, Wordpress

RELEVANT EXPERIENCE

Robolink   San Diego, CA
Software Engineer Intern | *Python, JavaScript, React, HTML, CSS*   June 2024 – Present
- Launching and enhancing Robolink's Web Python editor using React Pyodide: Identifying and resolving critical issues, improving functionality and user experience, contributing to a successful launch.
- Testing and implementing improvements for drone systems: Conducting comprehensive testing on drones, fixing software bugs, and developing a new dashboard system to streamline classroom learning management and enhance educational experiences.
- Streamlined the development pipeline from coding and testing to deploying new features, ensuring consistent performance improvements and maintaining high-quality standards across the software.

University of California, San Diego Center for Visual Computing   San Diego, CA
Undergraduate Research Assistant | *C++, Python, OpenCV, Spinnaker SDK*   January 2024 – June 2024
- 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.

Early Transition in Tech Association   Remote
Software Engineering Intern | *Bootstrap, HTML, CSS, JavaScript*   September 2023 – February 2024
- 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

University of California, San Diego Cycling Team   San Diego, CA
Web Developer | *HTML, CSS, JavaScript, Netlify*   June 2023 – September 2023
- 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

Vernier Software & Technology   Portland, OR
Computer Engineering Intern | *Firebase, HTML, CSS, JavaScript*   September 2020 – February 2021
- 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