

# Derek Liang

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## CONTACT INFORMATION

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## WORK STATEMENT

Seeking software engineer internship to dive into the mobile industry and further refine programming skills, with emphasis in Agile practices.

## WORK EXPERIENCE

*Firmware Engineering Intern*

Oct., 2013 – June, 2014

Western Digital Corporation, Irvine, CA

Firmware assistant at Western Digital corporate headquarters based in Irvine. Running and analyzing benchmarks on firmware builds, building and implementing unit tests in C++, updating firmware on drives, implementing bug fixes on firmware, shipping drives to other WD locations, working on Ubuntu-based workstations, using DOS command line to navigate and run batch files, participating in firmware meetings including employees from other WD location.

*Independent Software Developer Contractor*

July – Sept., 2013

Wonder Technologies, Laguna Beach, CA

Software developer for small startup company. Developing front-end company website including sign in, login, registration and profile features using Java Servlets, JSP, HTML5 and CSS3. Communicating with RESTful Web services with JSON to access MongoDB-based server. Designing flow diagrams using Microsoft Visio. Researching deployment of mobile application including iOS Smart App Banner and deep URL linking. Interacting with international software developers from India. Working directly under the CEO of company.

## PROJECT EXPERIENCE

*Programmer*

May, 2014

Sleep Maze, University of California, Irvine, CA

Developed in Unity using C# for hackathon HackUCI over 36 hours. Worked in a team of 4. Implemented maze algorithm in C#, creating a random sized maze with valid connected doorways.

*Lead Developer/Programmer*

Jan. – March, 2014

Project X, University of California, Irvine, CA

2D platform side-scroller video game. Developing in Unity using C# with MonoDevelop IDE.

*Web Developer*

Jan. – March, 2014

Grammar Brushstrokes, University of California, Irvine, CA

Ruby on Rails web application developed for Professor Rebecca Black in Dept. of Education at UC Irvine. Developed to teach and improve grammar in elementary students through the interactive website. Worked on both front-end and back-end Ruby on Rails development.

*Project Developer*

June, 2013

LED Pong, University of California, Irvine, CA

Using breadboard, Atmel ATMEGA32, 32x16 Adafruit LED, speaker, and two NES controllers to build a two-player pong game. Interfacing NES controller communications in C using timers, waits, and interrupts.

*Contestant*

November, 2011

ICSSC AppJam 2011, University of California, Irvine, CA

Collaborating with four teammates to create Android mobile application in Java for finding University of California, Irvine parking lots using Google Maps API. Awarded with 2nd place out of 9 teams in judged competition versus other undergraduates. Presenting in front of judges, founders, and faculty members at Donald Bren Hall.

## **TEACHING EXPERIENCE**

*Lab Tutor*

Sept. – Dec., 2013

ICS 45C, University of California, Irvine, CA

Attending lab sections twice a week to assist students in C++ on Linux environment ran in VirtualBox. Coding in VIM, Nano, and Emacs text editors. Working with other lab tutors and teaching assistants to accommodate numerous students. Assisting students to lead them into finding their own solutions in programming and to problems.

## **ACTIVITIES**

*Paddler*

Sept., 2012 – Current

UC Irvine Dragon Boat, University of California, Irvine, CA

Fortifying paddling skills at weekly water practice at Mother's Beach, Long Beach. Training in workout groups at Anteater Recreation Center. Racing in San Francisco, CA; Long Beach, CA; Tempe, AZ; even in Vancouver, Canada

## **EDUCATION**

University of California, Irvine, CA

Donald Bren School of Information and Computer Science

Bachelor of Science in Computer Science

Emphasis in Embedded System Architecture and Artificial Intelligence

Expecting to Graduate in June of 2015

Relevant Coursework: Introduction to Java Programming, Data Structures, Programming in C++, Artificial Intelligence, Introduction to Data Management, Computer Graphics, Embedded Systems, Operating Systems, Cryptography, Concepts of Programming Languages, Algorithms, Software Testing and Quality Assurance, Formal Languages and Automata Theory, Computer Game Development, Project in Software Engineering, Project in Artificial Intelligence

## **PROGRAMMING**

C, C++, C#, .NET, Java, Android, Ruby on Rails, HTML5, CSS3, JavaScript, Linux/Ubuntu, Bash, Perl, Command Line