

Timothy Y. Liu

Student Intern - Summer 2023

Github: <https://github.com/ellipse-liu/ellipse-liu>

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Location: Davis, CA

School: UC Davis

Education

2022 - Present	Major: Cognitive Science B.S. Computational Emphasis School: UC Davis GPA: In-progress Expected Graduation: May 2024 Relevant In-Progress Coursework: Discrete Math for Computer Science, Software Dev & Object Oriented Prog in C++
2020 - 2022	Major: Biology for Transfer School: De Anza College GPA: 3.72 Relevant Coursework: Intro to Comp Prog Using Java, Intermed Prog Method C++, Calculus 1A, Calculus 1B
2016 - 2020	Diploma: High School Diploma School: Lynbrook High School

Professional and Work Experience

2016	Co-wrote and co-presented the paper "Statistical JAVA Gaming Simulation" at ASQ SV Statistics and Reliability
2017	Presented the paper "Statistical JAVA Gaming Simulation" at IEOM Rabat Conference Co-presented the paper "Predict NBA 2016-2017 Regular Season Team Winning%" at ASA JSM in Baltimore
2018	Presented the paper "Statistical JAVA Gaming Simulation" at the 33rd IWSM in Bristol Expanded "Extended Statistical JAVA Gaming Simulation" for IEOM 2018 Bandung
2019 - 2021	Company: Hongyun Art Worked as an art teacher and front desk worker at a local art school.

Skills, Certifications & Projects

Languages:	English(native), Mandarin(native), French(conversational level)
Skills:	Python(numpy, keras, tensorflow), C# Unity(4+ years of experience), Javascript, CSS, HTML, Blender(4+ years of experience), Photoshop, InDesign, Marketing
Certifications:	Soroban 2 Dan, IBM Certified Specialist - SPSS Statistics lvl1 v2
Projects:	Kappa7(A venture into machine learning, combining CNNs, reinforcement learning algorithms and neuroscience in a Python game engine) KaijinTCG(A trading card game created and launched by me in collaboraton with Hongyunart, with the intent of bringing Asian mythology to a wider audience) Medical Animation(Created a medical animation in Blender demonstrating the procedure of cataract surgery for a patients at a private hospital in Ireland) Miscellaneous Unity Projects <ul style="list-style-type: none">- Machine Learning QWOP(Coded a simulation with an actor-critic model that controlled a set of legs moving accross randomly generated terrain)- Proximity Chat Demo(created a lobby that players could join and interact with each other with proxy chat implemeting PhotonVoice and Pun)