

En Ming (Bill) Liu

bill.liu.business@gmail.com | (310) 666-0225 | linkedin.com/in/bill-liu-profile | enming.gq

Education

University of California, Los Angeles (UCLA)

Bachelor of Science, Computer Science

Relevant Coursework: Object-Oriented Programming with C++

GPA: 3.91

Los Angeles, CA

Jun 2022

Colonel By Secondary School

International Baccalaureate Diploma

Ottawa, ON

May 2018

Experience

Logos

Software Development Intern

Los Angeles, CA

Oct 2018 – Present

- Part of the iOS development team building an app using machine learning and natural language processing to socially engineer high-quality diverse news content
- Developed front-end Swift and JavaScript functions to interact with Firebase databases
- Helped design and restructure back-end database structure, resulting in improved app load times and general efficiencies
- Maintained article and opinion mapping feature while working extensively with Google Maps API

Projects

Sincerely, AI

Deep learning project designed to classify sincere text with model trained using transfer learning and over 1.3 million data samples of sincere and insincere text. Implemented back-end through Django and Ajax, designed and trained deep learning model with Keras and AWS, created a front-end web app, implemented Chrome and Firefox browser extensions, and integrated our web app with the Twilio API.

Available on GitHub.

JavaScript/Python

github.com/jamqd/SincerelyAI

GravityFall

Multiplayer platformer game built in Unity with C# in 12 hours during Hack on the Hill V @UCLA. Winner of the Best Game category at HOTH V.

Available on DevPost.

Unity/C#

devpost.com/software/gravity-fall

Micromouse

Autonomous robot designed to find the center of a 16x16 maze with microcontroller programmed in C++. Employed algorithms, such as floodfill, and object-oriented programming in C++, designed and built schematic and PCB from scratch using Eagle, debugged 'micromouse' robot with Arduino.

Available on GitHub.

C++

github.com/eprotogoras/micromouse

SpaceShump

Built a threaded space-themed Shoot-'Em-Up game applet in Java for a summative Computer Science project, employing object-oriented programming, data structures, and Java GUI.

Available on GitHub.

Java

github.com/eprotogoras/SpaceShump

Skills

Programming Languages: Swift, C++, Java, JavaScript, Python

Stacks: Django, Ajax, React, Express, Node.js, Firebase, Git

Software: Microsoft Office Suite, Adobe Illustrator, Unity, Eagle, Arduino

Languages: English, French, Mandarin

Awards and Certifications

Fall 2018 **Dean's Honors List**, recognized for high scholastic achievement in any one term.

Apr 2018 **Educational Computing Organization of Ontario (ECOO) Programming Contest Finalist**, recognized for qualifying for the provincial finals in the ECOO Programming Competition.

Dec 2017 **Diplôme d'études en langue française (DELF) Level B2**, recognized for obtaining Level B2 in the DELF French Examination.

Nov 2017 **Computer Science Subject Award**, recognized for outstanding achievement in an introductory computer science course.