

En Ming (Bill) Liu

enmingliu@g.ucla.edu | (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

Experience

Logos News LLC

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
- Wrote front-end Swift and JavaScript functions to read and write data in the JSON format to and from Firebase databases
- Redesigned and restructured back-end database structure to optimize the size and frequency of requests to the database, resulting in improved app load times and reduced feedback delay
- Implemented mapping feature that populated markers for the physical location of commenting users while working extensively with Google Maps API
- Developed several other user interface elements, such as the app settings and loading screen view controllers, resulting in an overall smoother user experience

Projects

Sincerely, AI

JavaScript/Python

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.

github.com/jamqd/SincerelyAI

Micromouse

C++

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

Available on GitHub.

github.com/eprotagoras/micromouse

GravityFall

Unity/C#

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

Available on DevPost.

devpost.com/software/gravity-fall

SpaceShump

Java

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.

github.com/eprotagoras/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 (DELFI) Level B2**, recognized for obtaining Level B2 in the DELFI French Examination.

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