

En Ming (Bill) Liu

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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

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

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

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/eptoragoras/micromouse

GravityFall

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

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/eptoragoras/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.