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)   *Los Angeles, CA*
Bachelor of Science, Computer Science   *Jun 2022*
Relevant Coursework: Object-Oriented Programming with C++
GPA: 3.91

Colonel By Secondary School   *Ottawa, ON*
International Baccalaureate Diploma   *May 2018*

Experience

Logos   *Los Angeles, CA*
Software Development Intern   *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   *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, and object-oriented programming in C++, designed and built schematic and PCB from scratch using Eagle, debugged 'micromouse' robot with Arduino.
Available on GitHub.   *github.com/eprotagoras/micromouse*

GravityFall   *Unity/C#*
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.   *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 (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.