

Eric Liu

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EDUCATION

UNIVERSITY AT BUFFALO, THE STATE UNIVERSITY OF NEW YORK
Bachelor of Science in Computer Engineering

May 2021
3.10/4.00

EXPERIENCES

Helm Experience & Design LLC, Buffalo, NY

Development Intern

Sep 2020 - Current

- Lead automated testing for current projects using Cypress and JavaScript
- Use Bitbucket to document my 30 weekly commits
- Report undiscovered bugs and issues on current projects
- Developing features with current projects and Helm Stats API for use with a SlackBot

University at Buffalo, School of Engineering and Applied Sciences, Buffalo, NY

Teaching Assistant

Aug 2020 - Current

- Assist professor daily in managing the evaluation of course assignments and development of feedback
- Hold office hours three times a week with the students to review materials, answer questions, and help on assignments
- Supervise lessons and evaluate student's work during lab sessions twice a week

University at Buffalo, Theater Department, Buffalo, NY

Assistant/Accountant

Oct 2018 - May 2020

- Documented financial transactions by entering account information
- Verified and reconciled 10 transactions monthly
- Produced error-free monthly reconciliation reports and presented the results

Related Projects

Pacman Game

June 2020

- Gained experience using timers and GPIO from a Tiva Board to determine movement within Pacman
- Developed using ARM assembly language and ARM processor and displayed it on PuTTY
- Implemented the ghost AI that changes behavior according to the state of Pacman

John Horton Conway's Game of Life

Feb 2019

- Created a cellular automation game using C language that displays the final generation in console
- Designed the algorithm to calculate the next generation
- Used two 80 by 24 matrices to store the data of the current generation and new generation

SHPE National Convention Extreme Engineering Challenge

Oct 2018

- Managed the team and developed strategies to showcase our product
- Designed and constructed the physical components for our project idea
- Created and managed our 3 social media platforms to provide insight of our project

Songs/Products Organizer

June 2018

- Developed a program using java to analyze data and identify the top 3 rated songs/products
- Incorporated the Bayesian Average to improve the usefulness of all ratings
- Parsed data from a csv file and displayed the top-rated song and product

TECHNICAL SKILLS

- Programming languages - PHP, Java, JavaScript, HTML, Python, MYSQL, MATLAB, C, C++, Assembly
- Software - Microsoft Office, Ubuntu, Windows, MacOS, Cypress, Bitbucket, Android Studio
- Bilingual - Cantonese

LEADERSHIP AND CERTIFICATE

- AT&T Summer Learning Academy Externship 2020 June 2020 - July 2020
- Treasurer - Society of Hispanic Professional Engineers Aug 2018 - May 2019