

Eric Liu

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EDUCATION

UNIVERSITY AT BUFFALO, THE STATE UNIVERSITY OF NEW YORK

May 2021

Computer Engineering Bachelor of Science

3.10/4.00

RELATED PROJECTS

Pacman Game

June 2020

- Created the Pacman game 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
- Designed and constructed the board layout of the game

Automatic Coin Sorter

Nov 2019

- Designed and created a device to sort coins using IR sensors, vibration motor, Arduino, LCD display
- Used C language to import the I2C library and calculate the total inserted
- Displayed on the LCD screen the total amount of money in the sorter as well as the quantity of coins present in each individual storage bin

John Horton Conway's Game of Life

Feb 2019

- Created Conway's Games of Life using C language that displays the final generation in console
- Programmed the algorithm to calculate the next generation
- Used two 80 by 24 matrices to store the current generation and new generation

SHPE National Convention Extreme Engineering Challenge

Oct 2018

- Managed the marketing team and developed marketing strategies that would showcase our product
- Designed and constructed the physical components of the engineering project
- Created a website and managed social media platforms to provide a description and uses of our project

Songs/ Products Organizer

June 2018

- Developed a software program to analyze data and identify the song has the best rating using java
- Used sample data from a csv file to test and modify my program
- Displayed the most desired songs and products using a console

MATLAB programming project

Apr 2018

- Developed a program that calculated the fin efficiency for different metals
- Used plotted graphs in order to determine which metal is the most suitable

EXPERIENCE

Helm Experience & Design LLC, Buffalo, NY

Development Intern

Sep 2020 - Current

- Setting up automated testing in active projects using Cypress and Selenium
- Documenting API of active projects
- Developing features with current projects
- Developing Helm Stats API for use with a SlackBot or other 3rd party KPI apps.

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

TECHNICAL SKILLS

- Programming languages - PHP, Java, JavaScript, HTML, CSS, MYSQL, MATLAB, C, C++, Assembly
- Software - Microsoft Office, Microsoft Visio, Creo Parametric
- Bilingual - Cantonese

LEADERSHIP AND CERTIFICATE

- Teaching Assistant for Introduction to Quantitative Analysis – CSE 111 Aug 2020 - Current
- AT&T Summer Learning Academy Externship 2020 June 2020 – July 2020
- Mentor - Society of Hispanic Professional Engineers Mentorship Program Sep 2018 – May 2019
- Treasurer - Society of Hispanic Professional Engineers Aug 2018 – May 2019