Tanya Liu

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Education:

08/2009-Present	MIT, Cambridge, MA, Undergraduate Student
	Cumulative GPA: 3.9
	Major: Electrical Engineering & Computer Science
	Minor: Management
09/2003-06/2009	Gretchen Whitney High School, Cerritos, CA
	Graduated as Valedictorian

Skills and Knowledge:

- Programming Language: Java, Python, C++, VB.Net, HTML/CSS, Perl, Actionscript, and MatLab
- Operating Systems & Software: Linux, Windows, Mac OS X, Microsoft Office, Excel, Adobe Photoshop & Indesign, HFSS Electromagnetic Field Simulation SW, Pro/Engineer

Work Experience:

06/2012-08/2012   Summer intern at Intel, Folsom, CA
1) Developed internal, widely used signal processing software
2) Helped maintain team internal website
3) Designed and created team logo using Photoshop CS6

09/2011-12/2011   Quality Assurance UROP at MIT GAMBIT game lab
1) Helped test games and ensure that all games were bug-free
2) Created minor flash game using Flex and Actionscript

06/2011-08/2011   Summer intern at Intel, Santa Clara, CA
1) Developed and managed an internal website using HTML/CSS
2) Created a script to transcribe one format of circuit netlists to another using Perl
3) Researched power estimation methodologies (regarding both leakage and active power)

06/2010-08/2010   Summer intern at ThinKom Corporation, Torrance, CA
1) Developed antenna data analysis program in Matlab
2) Used HFSS to develop antenna models and perform simulations to determine problems with design
3) Antenna data processing & documentation for development projects
4) Designed, built and tested components of antennas
5) Helped with marketing by designing product brochure templates using Photoshop CS4

Relevant Coursework:

- Intro to EECS – Software Engineering, Circuits, Feedback and Control
- Intro to EECS II- Digital Communications Systems
- Elements of Software Construction, Computation Structures, Artificial Intelligence, Intro to Algorithms, Computer Systems Engineering, Graphics
- Signals and Systems, Electromagnetics & Applications
- Multivariable Calculus, Differential Equations, Mathematics for Computer Scientists
- Game Design