**Ryan Liao**

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<https://github.com/irliao>

**Education**

**University of California, San Diego**

*B.S. Computer Science* **Graduated: July 2015**

**Skills**

* **Programming Languages**:Jave, JavaScript, Bash/Zsh, C, C++, Lua, Objective C
* **Tools**:Git, IntelliJ, WebStorm, Eclipse, Perforce, xCode 4/5/6, WordPress

**Work Experience**

**Intuit Inc.**

*Software Engineer* **August 2015 – Present**

**Cubic Transportation Systems Inc.**

*Software Engineering Intern* **June 2014 – August 2015**

* Developed Android applications that detect Gimbal Proximity Beacons to identify user presences in a transit
* Implemented a Node.js local server with MongoDB to handle HTTP requests from three different projects
* Created an Android application that utilizes QR code scanning for users to ride transit systems with a virtual token, replacing the traditional physical ticketing system. Showcased by Cubic at the APTA Expo 2014

**Gildshire, Inc.**

*Jr. Web Developer* **April 2014 – June 2014**

* Provided frontend and backend development for the beta release of www.gildshire.com
* Enhanced user experience by integrating AJAX to selectively reload only specific parts of the web page
* Reconstructed the database and backend queries in Python to improve server response time

**UCSD CSE Tutoring Department**

*CSE Tutor* **April 2013 – April 2014**

* CSE 100: Helped students implement BST, RST, Huffman Coding, and other data structures in C++
* CSE 110: Assisted students in implementing various Android assignments utilizing Google APIs in Java

**Northrop Grumman Corp.**

*Software Engineering Intern* **June 2013 – September 2011**

* Implemented target tracking algorithms to process image inputs from actual satellites in C++
* Developed various signal/image processing algorithms utilizing 2D vectors and bitmaps
* Created a desktop application with Java for users to graphically organize complex and nested XML files

**E-Systems Communications Corp.**

*Software Engineering Intern* **May 2012 – December 2012**

* Developed an iOS application aiming to optimize iPhone 4/4s’ location service in Objective-C
* Designed and implemented various user interfaces for applications targeting iOS 4

**Projects**

**Mizzo** **June 2014 – May 2015**

* An iOS application allowing users to network with surrounding people anonymously and securely
* Developing the client side application using native xCode 6 with Objective-C
* Implementing real time messaging functionality with PubNub data stream services

**Green Roads December 2013**

* Awarded 1st place during the Los Angeles CleanWeb Hackathon at the University of Southern California
* Worked in a team of four engineers to create an eco-friendly themed web application within 48 hours
* Designed algorithms to efficiently match riders to drivers utilizing GPS coordinate comparisons