Jeffrey Liu

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Education

University of California, Berkeley B.A. Computer Science & Economics   Graduation Date: May 2018
Technical Coursework: (GPA: 3.51)   (***** = currently enrolled)
- **CS:** Programming **(**CS 61A), Data Structures & Algorithms (CS 61B/170), Computer Architecture (CS 61C), Databases (CS 186*), Operating Systems & System Programming (CS 162*)
- **Math:** Calculus (Math 1A/1B), Linear Algebra (Math 54), Discrete Math & Probability (CS 70), Statistics (Stat 20)
- **Econ:** Macro (Econ 100B), Micro (Econ 100A*), Financial Econ (Econ 136*), Wealth & Poverty (PP 103)

Skills

Languages: Java, Python, C, Swift, LaTeX	**Databases:** SQL, Apache Spark, Hadoop MapReduce
Web: HTML, CSS, JavaScript	**Platforms**: UNIX, LINUX, iOS
IDEs: Eclipse, IntelliJ	**Other**: Bilingual (English & Chinese-Mandarin), Excel

Experience

Internships:
- **Domo – Software Engineering Intern** (6/2015 –8/2015)
  - Designed and implemented a database project that updated company records for faster performance by utilizing parallelization and Amazon EC2. Self-taught Apache Spark for large-scale data processing. Automated UI testing with Selenium and Java.

Research Assistantships:
- **Pacific Research Platform: Big Data Collaboration** (2/2017 – Present)
  Supervisor: Dan Gillette
  - Helping scientists understand and effectively utilize networks and data transfer technologies to accelerate their scientific research.
- **UC Berkeley Social Apps Lab – Financial Technology and the Homeless** (2/2017 – Present)
  Supervisor: Ryan Whitacre, James Holston
  - Developing a software platform to help the homeless by leveraging financial technologies and partnering with health service organizations.
- **UC Berkeley – Data Science Twitter Project** (2/2016 – 5/2016)
  Supervisors: Lefteris Anastasopoulos, Jake Williams
  - Used geocoded Twitter data and machine learning algorithms to model and predict peaceful and violent protest activity.
- **UC Berkeley - Data Science Ethnography Research** (2/2015 – 5/2015)
  Supervisor: Charlotte Mazel
  - Participated in the Computational Text Analysis and Hacker Within groups to learn and study effective methodologies for learning data science.

Projects

- **LocalEats -** Brainstormed and built an iOS App that presents the user with local restaurants to choose from in a Tinder-esque manner using the Yelp API
- **Gitlet –** Built basic version of Git in Java. Commands include commit, checkout, branch, merge, rebase
- **PintOS –** Implemented OS architecture in C with file I/O, threading, synchronization, and scheduling
- **Baseball Simulator –** Developed a model to simulate baseball games based on player statistics
- **Web Scraper -** Wrote a script in Python using to scrape Chinese text off of Chinese websites