Jerry (PengXu) Liu

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https://jerrypxl.github.io/

**EDUCATION**

* **University of California, Santa Barbara**,*College of Engineering* **–** Santa Barbara, CA

Bachelor of Science, Computer Science, June 2016

* **University of California, Santa Barbara**,Technology Management Program (TMP), June 2016

**SKILLS**

* Python, C, C++, C#, Java, Javascript, HTML, CSS, jQuery, SQL, XML/XAML, Assembly (MIPS), Matlab, Linux Shell Script
* Experienced with Git (GitHub), Bootstrap, UWP, Visual Studio, .NET/.NET Core frameworks, TCP/UDP Protocols, and the Agile software development process.
* Familiar with Linux, macOS, Windows operating systems and the Microsoft Office platform.
* Bilingual (Mandarin, native fluency).

**WORK AND LEADERSHIP EXPERIENCE**

March 2017 – October 2017 Software Engineering Intern, *Ushio America*

* Primary software engineer developing Windows 10 desktop app for in-house photo absorbance sensor *PicoExplorer*. Developed app using C# and visual studio on the .NET Core framework.
* Application communicates with PicoExplorer using Bluetooth LE and analyzes measurement data taken from the device. Implemented majority of app user interface and core functionalities.
* Communicate with internal teams and reiterate existing software based on customer feedback and requirements.

October 2016 – February 2017 Consultant - Field Engineering, *Panasonic Avionics Corporation*

* Primary technical focal for B767-300, B767-300ER, and B767-400 In-Flight Entertainment Systems (United Airlines).
* Project engineer/program management liaison for United B767-300/400 IFE programs ensuring timely delivery and continued maintenance of commercial IFE products through data analysis and on-aircraft troubleshooting of software, hardware and installation issues.
* Monitor and analyze aircraft performance for customers through in-person fly-alongs, data analysis, and performance reports. Communicate effectively within internal departments to resolve show-stopping issues and ensure product functionality.

October 2015 – June 2016 Community Officer, *UCSB eSports*

* Former officer of UCSB eSports Club. Duties and responsibilities include community outreach, member recruitment, weekly meetings, event planning and general club management. UCSB eSports hosts tournaments, LAN parties, fundraisers, and other social events for its campus community on a quarterly basis.

**RELATED COURSEWORK**

* Problem Solving with Computers I (C), Problem Solving with Computers II (C++), Data Structures and Algorithms I (C++), Data Structures and Algorithms II (C++)
* Object Oriented Design and Implementation (Linux Shell Script & Java), Advanced Applications Programming (Java)
* Digital Design Principles (Circuit Design & Analysis), Computer Communication Networks (Java & C)
* UCSB Technology Management Program

**HONORS AND AWARDS**

* Dean’s List
* Harold Frank Scholarship – For academic achievement and involvement with UCSB’s Technology Management Program.

**REFERENCES:** Available upon request