

Jameszhi H. Liu

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EDUCATION

University of California, Santa Cruz

Santa Cruz, California

B.S. in Computer Science

Expected Graduation, June 2028

- o **Related Coursework:** Python Programming Modules/Libraries, Software Development, Object Oriented Programming, Data and Control Structures, Algorithms, Computer Systems and Assembly Language

EXPERIENCE

Lasik Eye Center

Buena Park, California

Data Analyst Intern

July 2023 – Dec 2023

- o Digitized 5000+ medical patient files, storing scheduled appointment info and prescription into center's database
- o Developed Python script utilizing pandas, gsread, and pdfplumber module to efficiently store and backup 1000+ patient data .pdf files exported from database to Google Sheets, enhancing data accessibility and searchability

PROJECTS

Help Reduce Carbon | React, HTML, CSS, JavaScript

September 2024 - Present

- Created React Web Application to help users see how they reduce carbon footprint through different modes of transportation
- Implemented Google Maps and Autoclimatiq API to embed Google Maps Interface and display carbon emissions information of different type of vehicles

Order Tracker Mobile App | Flutterflow, Flutter, Dart, Firebase

May 2023 - July 2023

- Developed Mobile App using FlutterFlow, Flutter, and Dart to streamline front-end development
- Implemented a secure backend structure using Firebase for real-time data storage and synchronization allowing users to input, store, and track their online purchases
- Integrated user input data to develop a data analysis chart that tracks and summarizes users' total spending, retrieving data from Firebase and using fl_chart

Falling Shapes | Python

Nov 2022 - Feb 2023

- Developed Python game where players have 30 seconds to distinguish and catch different shapes and colors falling from sky to score, adding a layer of cognitive challenge
- Implemented Python's Turtle and Pygame libraries to create visual elements of the game of animating the falling objects' motion; Used lists to track/store user scores; Implemented math and random module to make levels progressively harder and randomize shape and color selection while using loops to maintain game flow

ACTIVITIES AND LEADERSHIP

Video-Editing/Thumbnail/Website Agency

Dec 2023 – Current

Co - Founder

- Gained over 8,000,000+ views to optimize our client's social media brands; Organized calls to collaborate and propose ideas to create engaging videos; Used Adobe Premiere Pro to edit videos and Adobe Photoshop for Thumbnail Design
- Developed responsive websites for e-commerce brands using Figma, React, HTML/CSS/JS, Webflow

Ecommerce

June 2022 – Current

Business Owner

- Sold 300+ of sneakers/clothing for my sneaker/clothing business
- Sold 1000+ units of products on Amazon; \$57K in Revenue

SchoolHouse.world Online Tutoring

May 2023 - Aug 2023

Tutor for AP Computer Science Principles; AP Computer Science A; SAT Math

- Tutored 40+ learners across the world through hosted bootcamps/sessions
- Organized tailored curriculum to enhance learners' knowledge and address individual challenges

SKILLS

Programming: Python, C++, Java, React, JavaScript, HTML/CSS, SQL, Node.js, React.js

Tools: Visual Studio Code, IntelliJ, PyCharm, Flutterflow, AWS, Firebase, Jupyter Notebooks, Github and Git