

# Jameszhi H. Liu

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## EDUCATION

**University of California, Santa Cruz**

*B.S. in Computer Science (GPA: 4.0/4.0)*

**Santa Cruz, California**

*Expected Graduation, June 2027*

- **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**

*Data Analyst Intern*

**Buena Park, California**

*July 2023 – Dec 2023*

- Digitized 5000+ medical patient files, storing scheduled appointment info and prescription into center's database
- Developed Python script utilizing pandas, gspread, 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

**Amazon Arbitrage Business**

*June 2022 – Current*

*Business Owner*

- Sold 300+ of sneakers/clothing for my sneaker/clothing business
- Sold 1000+ units of products on Amazon; \$65K 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