

<https://github.com/jliang2204>

## Education

UNIVERSITY OF PITTSBURGH | Pittsburgh, PA  
School of Computing and Information

Aug 2022 - May 2026

- Computer Science (B.S.)
- *Projects:*
  - Classifying AlphaZero King Positioning with Python ML Algorithms
  - Coded Battleship with React/JSX
  - Autocomplete in Java

CRANBROOK HIGH SCHOOL | Bloomfield Hills, MI

Sep 2018 - May 2022

## Highlights

- Computer Science enthusiast. Developed passion for coding from a young age.
- Good at problem-solving and Strong analytical skills
- Hard working, quick learner and team player

## Skills

PROGRAMMING LANGUAGES  
WEB DEVELOPMENT  
BACKEND & DATABASES  
SOFTWARE & CLOUD

Python, Java, C++/C#, JavaScript  
HTML, CSS, React, Node.js  
SQL, MongoDB, Rest APIs  
VSCode, ROS, Unity, Matlab, Github, AWS, Docker

## Experience

### *Software Development*

May 2024 - Aug 2024

Projects

- Developed a “Jump King”-style game in **Unity** with unique features using C#.
- Built a functional chess board with C#.
- Designed and implemented a responsive platformer player controller in C#, incorporating mechanics like variable jump height, coyote time, and jump buffering for smooth and precise user control.

### *Software Intern*

May 2022 - Jun 2022

Wayne State University Car Lab

- Developed applications in Python and utilized TurtleBot for robotic control.
- Gained hands-on experience with ROS (Robot Operating System) and Docker.

### *Cashier*

May 2023 - Aug 2023

Meijer, Commerce Township Store in MI

- Worked as a cashier at the checkout lane.
- Assisted customers at self-checkout counters, answering questions and helping with transactions.
- Achieved target productivity in just 3 weeks, compared to the typical 12-week expectation for new employees.

## Other Accomplishments

USCF Chess National Master; Ranked #10 in Michigan