

Justin Liang

Available Immediately

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<https://github.com/jliang2204>

Education

UNIVERSITY OF PITTSBURGH | Pittsburgh, PA

Aug 2022 - May 2026

School of Computing and Information

- Computer Science (B.S.)
- *Projects:*
 - Classifying AlphaZero King Positioning with Python ML Algorithms
 - Coded Battleship with React/JSX
 - Fullstack catering app TSX/React/Rust

CRANBROOK HIGH SCHOOL | Bloomfield Hills, MI

Sep 2018 - May 2022

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 Development 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

- Handled checkout lanes while positively interacting with customers
- 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.

Highlights

- Strong problem-solving and analytical skills
- Persistent and quick learner
- Works well in team environments

Skills

PROGRAMMING LANGUAGES

Python, Java, C++/C#, JavaScript

WEB DEVELOPMENT

HTML, CSS, React, Node.js

BACKEND & DATABASES

SQL, MongoDB, Rest APIs

SOFTWARE & CLOUD

VSCode, ROS, Unity, Matlab, Github, AWS, Docker

Other Accomplishments

USCF Chess National Master; Ranked #10 in Michigan