

KELLY LIU

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EDUCATION

Massachusetts Institute of Technology

Candidate for B.S. in Computer Science | GPA: 4.8/5.0

Cambridge, MA

Expected: June 2016

EXPERIENCE

Microsoft- Graphics Team

Seattle, WA

Program Manager Intern

Jun. 2015 – Aug. 2015

- Built a tool that helps users to better assess PC game performance by measuring microstutters in real-time
- Parsed ETW events, created Microsoft's first metrics for quantifying frame rate stability, and analyzed data in C++
- Delivered tool to Snail Games for testing DirectX11 and DirectX12 games on NVIDIA and AMD graphics cards

MIT Global Teaching Labs (GTL)

Johannesburg, South Africa

MIT edX Ambassador

Jan. 2015

- Pioneered a GTL curriculum in MIT's fledgling South Africa program aimed at reducing university dropout rates
- Developed an online introductory university physics course to teach students critical problem solving skills
- Collaborated with Praekelt Foundation and Wits University to interview students and develop the course

Google - Search Team

New York, NY

Engineering Practicum Intern

May 2014 – Aug. 2014

- Contributed to the design and implementation of Google's mobile search carousel for news publisher results
- Developed server side data processing using RPC calls and protocol buffers in Java; Used HTML/CSS for frontend

MIT Media Lab - Lifelong Kindergarten Group

Cambridge, MA

Undergraduate Researcher

Sept. 2013 – Jan. 2014

- Analyzed real-time data to improve the user experience of Scratch, a programming language for children
- Created new strategies to improve the effectiveness of help forums through observation of user activity

Hong Kong University - Department of Electrical and Electronic Engineering

Hong Kong

Research Intern; Supervisor: Dr. Edmund Lam

Jun. 2013 – Aug. 2013

- Designed an Android application that uses face detection and OpenCV to personalize online education
- Published a paper on the e-learning platform in the book *Emerging Issues in Smart Learning*

LEADERSHIP

Design for America - MIT Chapter

Cambridge, MA

President/Co-Founder

Oct. 2013 - present

- Established the vision and infrastructure of DFA, a club with 250 members that enables students to use design thinking and engineering to develop solutions for social issues in the local community
- Led a collaborative effort with professors, labs, and companies to organize 6 technical hackshops focused on graphic design, shop skills, 3D modeling, and Arduinos, each with an audience of 60-80 people
- Outlined the club's budget and secured \$10,000 in funds through writing grants and contacting professors

MIT Society of Women Engineers

Cambridge, MA

Outreach Co-VP

Sept. 2013 – Dec. 2014

- Established College Connection, a worldwide e-mentorship program that connects 50 aspiring high school girls to MIT female students who advise them through college applications and career planning
- Pioneered Science Saturdays, an initiative geared to elementary school kids that improves their perception of science through the use of hands-on experiments that link to real-world situations

SKILLS & INTERESTS

Programming: Fluent- Java, Python; Proficient- HTML/CSS, JavaScript, C++, Android

Interests: Women's Ultimate Frisbee Club Team, Kappa Alpha Theta, hiking