

ZILIN LIU

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San Diego, CA, US

SUMMARY

Junior Computer Engineering student (3.98/4 GPA) with strong skills in **Java**, **Python**, and **C++**. Proficient in **data structures**, **algorithms**, **object-oriented design**, and deploying applications on **AWS**.

SKILLS

- **Proficient:** Java, C#
 - **Familiar:** Python, JS/TS, MySQL
 - **Frameworks:** Spring (Spring Boot), React, Unity Engine, Express; AWS, MySQL, and relevant tools (Git, Postman, Docker, Cypress); Microsoft office tools (Excel, Word, PowerPoint)
 - **Abilities:** Strong teamwork abilities and adaptability in collaborative environments, Bilingual in **Mandarin** with professional communication skills.
 - **Interests:** Software Developer.
 - **Hobbies:** DND Games, Video Games (RPG or Coop), food.
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EDUCATION

UC San Diego

Bachelor of Science, Computer Engineering

09/2022– Current (06/2026)

- 3.98/4
- Provost Honors in all quarters, Caledonian honors

Relevant course work:

Systems Programming (C, gdb)	Data Structures (C++, Trees, Graphs)	Software Engineering (Agile, CI/CD)
Discrete/Cont. Optimization (theory)	Digital System Comp/Design	
Linear systems (Fourier series/trans)	Calculus	circuits and system design

PROJECTS

Web Project, U.S.

03/2023 – 08/2023

Video Recommendation Website

- **Developed** a full-stack video recommendation platform with **React.js** and **Spring Boot**
- Reduced backend response time by **25%** by optimizing **MySQL** queries and indexing database tables.
- Increased user engagement by **30%** through personalized recommendations based on user activity
- Deployed on **AWS** using **App Runner** and ECS.
- Technologies: Java, Spring Boot, React, MySQL, AWS

Talis Stand – 2D Game

01/2023 – 04/2023

- Developed using **C#** and Unity with optimization techniques.
- Technologies: C#, Unity Engine

Course Project, UC San Diego, U.S.

12/2022

Sound Synthesizer project, https://kiminus.github.io/ECE45_Synthesizer/

- Create sound synthesizer project based on react
 - Allow users to simulate waveform with envelope and filters.
 - **Tools/Platforms:** React, Web development (HTML, CSS, JavaScript)
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EXPERIENCE

Shulang Technology – Intern Unity Developer

06/2022 – 09/2022

- Developed UI for a VR project using **C#** and **Unity**, improving performance by 15%.
- Implemented optimizations for smoother **VR interactions**.