ZILIN LIU

quitebig1@gmail.com | (959) 205-6628 | https://kiminus.github.io/Kiminus/ | https://www.linkedin.com/in/zilin-l-17b71022b/ |
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, Web Development (JavaScript), MySQL, C++
- **Platforms/Tools:** Spring (Spring Boot), React.js, Unity Engine; AWS, MySQL, and relevant tools (Git, Postman, Docker); Microsoft office tools (Excel, Word, PowerPoint)
- **Abilities**: Strong teamwork abilities and adaptability in collaborative environments, Bilingual in **Mandarin** with professional communication skills.
- **Interests: Software** Development; Video Game Developer
- **Hobbies:** DND Games, Video Games (RPG or Coop), food.

EDUCATION

UC San Diego
Bachelor of Science, Computer Engineering   **09/2022– Current (06/2026)**
- 3.9/4 GPA, CS: 3.98/4
- Provost Honors in all quarters, Caledonian honors

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)

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.**

Courses
- **CSE 29**: Systems Programming (C, gdb)
- **CSE 100**: Advanced Data Structures (C++, Trees, Graphs)
- **CSE 110**: Software Engineering (Agile, CI/CD, software development)