

ZILIN LIU

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SUMMARY

- Proficient in Java, C#, and unity engine. Familiar with web development
 - Proficient in using Microsoft office programs, and DaVinci Resolve (video editing)
 - Able to speak professionally to staff and clients in Chinese
 - Solid teamwork ability, good adaptability in team
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EDUCATION

UC San Diego

Bachelor of Science, Computer Engineering/ Undergraduate

2022 Fall – Current

- 3.95 GPA (in Summer 2024) (as reference, Engineering average GPA is 3.24 in 2016)
- Provost Honors in all quarters
- Caledonian honors 2024

2022 Fall – 2024 Summer

EXPERIENCE

Digital Ocean, Zhejiang, China

2022 Summer

Intern software developer/tester

- Create and implement UI for an oil transfer unity VR training project
- Write and help design automated testing programs for the unity project
- Collaborate in write the project and its documents for market competitive bidding

Talis Stand, US

2022 Winter

Game Developer

- Developed the 2D tower defense game Talis Stand with my friends
 - Present the game to the university game development club and win award.
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COMMUNITY INVOLVEMENT

SKILLS & ACTIVITIES

- Proficient: C#, Java,
- Familiar: C++, Javascript, python, Go, web development
- Unity Game development

- Badminton
- Video games
- Food