**ZILIN LIU**

[zil094@ucsd.edu](mailto:zil094@ucsd.edu) or [quitebig1@gmail.com](mailto:quitebig1@gmail.com) | (959) 205-6628 | https://kiminus.github.io/Kiminus/

**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

**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 2022 Fall – 2024 Summer
* Caledonian honors 2024

**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.

**COMMUNITY INVOLVEMENT**

**SKILLS & ACTIVITIES**

* Proficient: C#, Java,
* Familiar: C++, Javascript, python, Go, web development
* Unity Game development
* Badminton
* Video games
* Food