

Harry (Chenguang) Liu

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OBJECTIVE

Seeking a Software Engineer Summer Intern position with strong object-oriented software engineering skills, abilities and experiences to contribute to the ongoing success of company.

EDUCATION

University of California San Diego La Jolla, CA

Sep 2016 - Present

Master of Science, Computer Science GPA: 3.67

Relevant Courses: Probabilistic Reason & Learning, Algorithm Design and Analysis, Principles of DataBase Systems, Principles of Computer Operating Systems, Advanced Compiler Design, Recommender Systems & Web Mining.

Fudan University Shanghai, China

Sep 2012 - Jul 2016

Bachelor of Science, Microelectronics GPA: 3.50

Relevant Courses: Program Design, Object-Oriented Programming, Fundamentals of Computer Software (Data Structures & Software Engineering), Computer Architecture, Principles of Microcomputer and Interface.

PROFESSIONAL SKILLS

Advanced Programming Languages

C++, C, Python.

Other Programming Languages

Java, perl, SQL.

Applications

Visual Studio, Xcode, Eclipse, Subversion, VIM, GDB, Qt, MySQL.

Operating Systems

Unix, Linux, Mac OSX, Windows.

INTERNSHIP EXPERIENCE

Software Engineering Intern

Jul 2015 - Aug 2016

FudanMicroelectronics Group Co., Ltd, Shanghai China

- Developed and tested a C++ software application for Electronics Design Automation System to analyze bit stream generation and configuration on both Linux and Windows platform.
- Designed, developed and tested a C++ software application to configure and setup FPGA using JTAG protocol on a team of 3 and improved application runtime performance by optimizing data packaging and data transmission algorithms, performing better than Xilinx's iMPACT software finally.
- Designed, developed and tested a C++ software application to generate and modify bit stream to configure FPGA on a team of 4. Responsible for some software test jobs, including bit stream generation error checking and automation unit/functional test for the FPGA EDA design flow by script in perl and tcl language.

PROJECT EXPERIENCE

Dataflow Analysis Framework (C++/LLVM)

Winter 2017

Advanced Compiler Design

- Designed and Developed a dataflow analysis framework for program analyses and optimizations in compiling using LLVM framework in C++.

Recommender Systems (Python)

Winter 2017

Recommender Systems & Web Mining

- Builded a recommender system to make helpfulness and rating predictions related to reviews of Clothing, Shoes, and Jewelry on Amazon using latent-factor model in Python.

Artificial Intelligence Gomoku Game (C++/Qt)

Fall 2014

Object-Oriented Programming

- Designed and Developed a C++ Gomoku (five-in-a-row) game using AI programming in Qt framework on Mac OS.

Autopilot Robot (C)

Spring 2015

Principles of Microcomputer and Interface

- Designed and Developed an autopilot robot with intelligence to navigate to the appropriate destination by using feedback from 8 IR sensors.