

# William Z. Liu

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## Education

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### University of Illinois Urbana-Champaign

Bachelor of Science in Computer Science and Linguistics

May 2026

## Experience

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### AT&T

Research Intern

Jun 2023 - Aug 2023

Middletown, NJ

- Developed a console application using Python and the ChatGPT API to generate network topology diagrams based on natural language
- Built, rigged, and animated a realistic 3D model of a human with MetaHuman and Mixamo
- Wrote C# scripts for movement and physics in a 3D game
- Integrated speech-text translation and ChatGPT API for verbal dialogue with NPCs
- Configured the 3D game in Unity for virtual reality to test it as an application for edge computing

### Commvault

Software Engineering Intern

Dec 2022 - Jun 2023

Tinton Falls, NJ

- Developed a cross-platform application to check the proxy configuration of the current device
- Built the GUI in .NET MAUI with XAML and C# for consistent cross-platform appearance
- Updated legacy projects from .NET 4 to .NET 6 by transitioning the reference binaries using .NET Upgrade Assistant

### AiGoLearning

Computer Science Teacher

Jun 2020 - Aug 2021

Princeton, NJ

- Taught middle-school children computer science principles in Scratch and Python

## Projects

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### Parrot

Sep 2022 - Dec 2022

- Developed a web application for students to communicate virtually with their teachers in real-time
- Built the front-end with purely HTML, CSS, and JavaScript
- Integrated Firebase scripts to store the data for each class and connect students to teachers instantly
- Implemented Google authentication with Firebase to create user accounts.

### Scolisense

Nov 2021 - Jun 2022

- Developed a shoulder-mounted device to measure scoliosis risk and provided information via a connected web application
- Designed the physical container in Fusion360 and 3D printed it
- Programmed the Arduino microcontroller to collect shoulder angle data from gyroscope
- Created the connected web application with React

### Escape the Ship!

Dec 2021 - Jan 2022

- Developed a 2D platformer strategy game in Python with PyGame
- Implemented a complete movement system with background scrolling

### Moody

Nov 2021 - Dec 2021

- Developed an application that edits images to express a user-inputted mood
- Edited the images with Python and Pillow, processing the images with NumPy

## Technical Skills

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**Languages:** Java, Python, C/C++/C#, HTML/CSS, JavaScript

**Technologies:** Git, React, NumPy, .NET