

KAIHAO (PETER) LIU

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SUMMARY

I am a junior-year student at UNC-Chapel Hill. While exploring what I want to pursue in the computer world, I am eager to test my skills in software engineering.

COURSES TAKEN

- Algorithms and Analysis
- Computer Organization
- Data Structures and Analysis
- Files and Databases
- Introduction to Data Models and Inference
- Introduction to Probability
- Methods of Data Analysis
- Models of Languages and Computation
- Modern Web Programming
- Introduction to Machine Learning
- Computational Photography

SKILLS

Programming Languages:

Java, C, Unix, TypeScript, HTML, CSS, JavaScript, MIPS, and Python

Web design related:

React, Vue, Node Js, and JQuery

Database:

SQL, MySQL, MongoDB, and excel

Languages

Mandarin (fluent), English (fluent), Japanese (Intermediate level), and Spanish (beginner level)

Other Related Skills:

MS Office, Adobe Photoshop, Illustrator, Audition, Tinkercad, Fusion 360

EDUCATION BACKGROUND

University of North Carolina at Chapel Hill

Bachelor of Science in Computer Science, minor in Statistics and Japanese

WORK EXPERIENCE

Intern • Sichuan Neurogin Bio Tektronics Limited • 2021. 06 - 2021.08

- Created a new website for the company using HTML, CSS, and vanilla JavaScript. I am still working with my colleagues to finalize the design.
- Created a tool to preprocess EEG data. The process included file format changing, EOG and ECG feature removal, frequency filter, and a quality evaluation algorithm.
- Participated in regular meetings, including meetings for the board of directors, and reported work progress.
- Participated in data pipeline construction using Spotify's Luigi.

Research Assistant • UNC Chapel Hill • 2021. 02 - NOW

- Working with a Ph.D. student on reconstructing a detailed face model from one input image.
- The face model is based on a learned model using methods of deep learning.
- Also worked on tasks relating to image comparison and face detection.

Learning Assistant • UNC Chapel Hill • 2020. 08 - NOW

- Help the professor with the class "Algorithms and Analysis" to make worksheets, homework, and exams.
- Host office hours and help to organize course-related activities for the students.
- Help to maintain the course website, course database, and improve the auto-grading system.

Parttime Assistant • Microsoft CN • 2020. 06 - 2020. 08

- Studied general structure of cloud computing and had hands-on experience of using Azure.
- Worked on tasks related to Microsoft Azure (Mainly worked to help improving User Interface).

Game Testing Intern • Qing You Yi Le Technology CO. • 2017. 07 - 2017. 08

- Learned about the work content of different departments under the guidance of a mentor in a gaming company and tried to use C# and Unity to program and test games.
- Tested for bugs, wrote test logs, and shared opinions in daily meetings for a 3D real-time turn-based card game "Yao Ji OL2."

Gm Assistant • Gainko Design and Mobile Event • 2017. 06 - 2017 .07

- Studied the general structure of a tech firm and the basic concepts of management, helped the general manager to record daily conferences, organized documents and communicated with members of both the NA and Chinese branches.
- Participated in developing the two software (item trading software and donating software for NPO).

PROJECTS

Miao Miao - Social Web App

- website link: https://miaomiao-chat.herokuapp.com/
- With three other teammates in less than five days, developed a social app called "Miao Miao" from scratch using JavaScript, HTML, CSS, and a REST API for the backend. The app is fully deployed and can be accessed from the web anywhere.
- Functionalities including a user-matching system, a live chat, an anonymous post box, and a quiz game
- Did an expo demonstration to the entire class and received a 94 on the whole project.

Self-Study - Social Web App

- website link: https://master--upbeat-yalow-b67ef2.netlify.app/
- Personal project developed using React and GraphQL.
- Deployed and accessible from web.
- Functionalities including a Twitter like posting system which enables user to post, like, and comment.

Sushi Restaurant (Java) (GitHub Link)

- Designed a game containing several functions including ingredient selection system, sushi making system, pricing system, price comparison system, spin system (record the purchase and expiration of sushi), ranking system, and AI customers.
- Took 20 hours to complete the game design project. The project was praised by the professor, and I received full credits.

Data Model Projects (Java

- Programmed linked lists, binary search trees, binary heaps, splay trees, and graphs using Dijkstra's algorithm.
- It took 25 hours to complete the development, and all projects received full credits.