# Lucas Liu

## EDUCATION

**University of California, Berkeley**
**B.A. Computer Science**
Expected graduation: Spring 2021
GPA: 3.6

Completed Coursework:
CS61A (Intro to Programming - Python, Scheme, SQL)
CS61B (Data Structures & Algorithms - Java)
CS70 (Discrete Math & Probability Theory)
EE16A (Designing Information Devices & Systems I)

Current Coursework:
CS170 (Algorithms & Intractable Problems)
CS188 (Artificial Intelligence - Python)
CS198-76 (Game Design & Development - Unity, C#)

## EXPERIENCE

**Web Designer, Developer -** *Innovative Design*
Spring 2018 - present
Designing and building websites for student groups and clients in Berkeley using popular web technologies.

**Undergraduate Research Intern -** *Haas School of Business*
Spring 2018
Worked with team of undergraduates to help develop a game on public health to improve health and hygiene awareness.

**Academic Intern -** *UC Berkeley*
Spring 2018
Provided assistance to students taking CS61A (Structure & Interpretation of Computer Programs) in lab sections and office hours.

**Research Intern -** *The Salk Institute*
Summer 2016
Implemented bash script and Java programs to automate preprocessing, visualization, and quality control of next-gen sequencing data.

## CONTACT

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**Website:** lucasoliu.github.io
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## SKILLS

Python, Java, C#, SQL
HTML, CSS, JavaScript
Unity, Adobe, Figma

## PROJECTS

**Roguelike** | Unity, C#
2018
2D dungeon crawl game featuring procedural tile generation and turn-based movement and gameplay.

**BearMaps** | Java
2018
Implemented back-end for map-routing web application with A* pathfinding.

**Randomized Maze Race** | Java
2018
2 player race to the finish in randomly generated mazes.

**PacFish** | Java, Swing
2017
Underwater-themed recreation of PacMan.