

# LUCAS LIU

## EDUCATION

University of California, Berkeley

B.A. Computer Science

Expected graduation: May 2021

### Completed Coursework:

CS61A (Intro to Programming - Python, Scheme, SQL)

CS61B (Data Structures & Algorithms - Java)

CS61C (Machine Structures - C, Go)

CS70 (Discrete Math & Probability Theory)

CS100 (Principles of Data Science - Python)

CS170 (Advanced Algorithms)

CS186 (Database Systems - Java, SQL)

CS188 (Artificial Intelligence - Python)

CS198 (Game Design & Development - Unity, C#)

### Ongoing Coursework (Spring 2020):

CS162 (Operating Systems - C)

## EXPERIENCE

### Software Engineer Intern - *TrellisWare Technologies*

Jun 2019 - Aug 2019

Designed, built, and tested data visualization and remote control tool allowing customers to monitor and analyze real-time network performance and configure device runtime settings on the fly; deployed build onto embedded Linux systems (React, Redux, RxJs).

### Teaching Facilitator - *UC Berkeley*

Jan 2019 - present

Creating and improving course content, assisting students in class, and mentoring project teams for Berkeley's student taught course on Game Design & Development (Unity, C#).

### Front-End Developer - *Innovative Design*

Jan 2018 - Dec 2018

Designed and built websites for student groups and clients in Berkeley (HTML, CSS, JS).

### Undergraduate Research Intern - *Haas School of Business*

Jan 2018 - May 2018

Worked with undergraduates to develop game on public health to improve health and hygiene awareness (Unity, C#).

### Bioinformatics Intern - *The Salk Institute*

Jun 2016 - Aug 2016

Automated preprocessing, visualization, and quality control of next-gen sequencing data saving hundreds of employee hours and eliminating manual procedures (Bash, Java).

## CONTACT

Email: [lucasoliu@berkeley.edu](mailto:lucasoliu@berkeley.edu)

Github: [lucasoliu](https://github.com/lucasoliu)

Website: [lucasoliu.github.io](https://lucasoliu.github.io)

Itch: [acornking.itch.io](https://acornking.itch.io)

Cell: (858) 207-8438

## SKILLS

Java, Python, C#

JS, React, Redux

Git, Unity, Adobe

## PROJECTS

### Homebuddy | React

March 2019 - May 2019

Programmer on web application that matches students with common destinations to walk safely together. Developed user interface pairing React and Google Maps API.

### Venture | Unity, C#

Oct 2018 - Dec 2018

Lead programmer on team of three for 2D puzzle platformer. Worked on main gameplay mechanics and assets, UI, and level design.

### Automated Job Search | Python, SQL

Oct 2018 - Nov 2018

Built application to automate population of a job search database. Used BeautifulSoup and Selenium to scrape job listings and SQLite and Airtable API to populate database for easy access.

### Receipt Reader | Python

Sep 2018

Used Google Vision API to build application to read receipt images and return sub-totals for each person on a shared bill.

### Mutants are Friends | Unity, C#

Sep 2018

Programmer, designer, and artist on team of two for 2D puzzle game, created in 24 hours for BearJams.

### BearMaps | Java

Apr 2018

Implemented back-end for map-routing web application using A\* pathfinding.