

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:

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.

Academic Intern - *UC Berkeley*

Fall 2018 - present

Assisting in lab sections and office hours for CS61B (Data Structures & Algorithms)

Spring 2018

Assisted in lab sections and office hours for CS61A (Intro to Programming)

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.

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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SKILLS

Java, Python, C#, SQL

HTML, CSS, JavaScript

Unity, Adobe, Figma

PROJECTS

Receipt Reader | Python

Sep 2018 - present

Using Google Vision API and RegEx to build application to read receipt images and return how much each person in the group owes.

Mutants are Friends | Unity, C#

Sep 2018

2D puzzle game created in under 36 hours for BearJams.

Programmer, designer, and artist in a two-person team.

Roguelike | Unity, C#

Aug 2018

2D dungeon crawl game featuring procedural tile generation and turn-based movement and gameplay.

BearMaps | Java

Apr 2018

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

Randomized Maze Race | Java

Apr 2018

2-player race to the finish in randomly generated mazes.

PacFish | Java, Swing

May 2017

Underwater-themed recreation of PacMan.