Lucas Liu

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Education

2017 ~2021	**University of California, Berkeley** B.A. Computer Science GPA: 3.58
Completed coursework	CS61A (Python, Scheme, SQL) CS61B (Data Structures & Algorithms, Java) CS70 (Discrete Math & Probability Theory)
Current coursework	CS170 (Efficient Algorithms & Intractable Problems) CS188 (Artificial Intelligence) CS198-76 (Game Design & Development)

Experience

2018	**Web Designer & Developer**, *Innovative Design* Designing and building websites for student groups and clients in Berkeley.
2018	**Undergraduate Research Assistant**, *UC Berkeley Haas School of Business* Worked with team of undergraduates to develop a game with Unity on public health to improve health and hygiene awareness.
2018	**Academic Intern**, *UC Berkeley* Provided assistance to students taking CS61A (Structure & Interpretation of Computer Programs) in lab sections and office hours.
2016	**Research Intern**, *The Salk Institute* Implemented bash script and Java programs to automate preprocessing, visualization, and quality control of next-gen sequencing data.

Projects

2018	**Randomized Maze Race** 2-player race to the finish game in randomly generated mazes (Java)
2018	**Bear Maps** Implemented back-end for map-routing web application with A* pathfinding (Java)
2016	**PacFish** Underwater-themed recreation of PacMan (Java, Swing)

Skills

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