

LUCAS LIU



EDUCATION

University of California, Berkeley

B.A. Computer Science

Expected graduation: Fall 2020

GPA: 3.55

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)

CS188 (Artificial Intelligence - Python)

CS198-76 (Game Design & Development - Unity, C#)

Ongoing Coursework (Spring 2019):

CS61C (Machine Structures - C)

CS186 (Database Systems - Java, SQL)

STAT133 (Computing with Data - R)

EXPERIENCE

Teaching Facilitator - UC Berkeley

Spring 2019 - present

Teaching facilitator for Berkeley's Game Design & Development (Unity, C#). Creating and improving course content, giving lectures on game development, and mentoring project teams.

Front-End Developer - Innovative Design

Spring 2018 - present

Designing and building websites for student groups and clients in Berkeley (HTML, CSS, JS).

Academic Intern - UC Berkeley

Spring 2018 - Fall 2018

Assisted in lab sections and office hours for CS61A (Intro to Programming) and CS61B (Data Structures & Algorithms)

Undergraduate Research Intern - Haas School of Business

Spring 2018

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

Bioinformatics Intern - The Salk Institute

Summer 2016

Automated preprocessing, visualization, and quality control of next-gen sequencing data, saving hundreds of employee hours and minimizing human error (Bash, Java).

CONTACT

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SKILLS

Java, Python, C#, C, SQL

HTML, CSS, JS

Git, Unity, Adobe

PROJECTS

Venture | Unity, C#

Oct 2018 - Dec 2018

Lead programmer on team of three on 2D puzzle platformer. Handled 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

Utilized Google Vision API to build application to read receipt images and return sub-totals for each person on the 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.