

MASON LIU

Software Engineer/Full-Stack Developer

(469) 732-7075 | liumasn@gmail.com | github.com/masonliu | linkedin.com/in/masonliu

SKILLS

Java (Expert) ♦ C# (Intermediate) ♦ Python (Beginner) ♦ JavaScript (Beginner) ♦ C++ (Beginner) ♦ CSS (Intermediate) ♦ React (Intermediate) ♦ Git (Intermediate) ♦ Node.js (Beginner) ♦ MySQL (Intermediate) ♦ Flask (Beginner) ♦ Vite (Intermediate) ♦ Spring Boot (Intermediate) ♦ Apache Maven (Intermediate) ♦ Full-Stack Development (Intermediate) ♦ Data Structures & Algorithms (Expert) ♦ OOP (Expert) ♦ Backend Systems (Expert)

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

University of Texas at Dallas, GPA: 3.8

Aug 2025 - May 2028

Richardson, TX

HIGH SCHOOL DIPLOMA

Lebanon Trail High School, Magna Cum Laude

May 2025

Frisco, TX

♦ AP Computer Science A — 4

♦ AP Computer Science Principles — 5

PROJECTS

Soundborn (Unity RPG)

(C# ♦ Unity ♦ Game Systems Engineering)

November 2025

- ♦ Designed and implemented a custom turn-based battle engine from scratch, handling action sequencing, damage resolution, animations, and status effects.
- ♦ Wrote the entire game codebase in C#, managing 90+ scripts across combat systems, UI flow, character data, and state management, using clean object-oriented design to support future scalability.

GitHub Statistic Generator

(JavaScript ♦ GitHub API ♦ React ♦ Web APIs ♦ Redis ♦ Upstash ♦ Git)

September 2025

- ♦ Built a GitHub statistics generator that aggregates profile data via Web APIs, caches results with Redis, and creates optimized, SVG assets to display information through compression and preprocessing.
- ♦ Deployed a public web app enabling users to personalize and generate themed GitHub profile statistics; amassing 30+ GitHub stars on the repository.

JVM Custom Memory Arena

(Java ♦ Low-level Systems Design ♦ Git)

December 2025

- ♦ Developed a manual memory allocation arena in Java to manage object lifetimes against Java's innate tendency to garbage collect.
- ♦ Created all data structures from their rawest byte form, and benchmarked various allocation strategies and performance tradeoffs within the JVM, improving the runtime performance of large local projects by 33%.

GoFit! (Mobile Fitness App)

(Java ♦ Python ♦ React ♦ Google Maps API ♦ OpenAI API ♦ AI/ML ♦ MySQL ♦ Git)

August 2025

- ♦ Developed a cross-platform fitness application that tracks running routes using Google Maps API with real-time GPS integration: Achieved 95% accuracy in route tracking during testing; tested by 15+ peers.
 - ♦ Implemented automated testing frameworks that reduced bugs by 35%, improving overall product stability.
-

EMPLOYMENT HISTORY

In-N-Out Burger

Tier III Associate

March 2025 - September 2025

- ♦ Promoted twice within 5 months for exceeding performance metrics and demonstrating strong adaptability.
- ♦ Balanced 26 hours/week of work while completing full-time CS coursework.
- ♦ Trained and onboarded new team members while maintaining accuracy in serving 150+ customers per hour in a high-volume environment.