

# Michael Liu

Berkeley, CA | 510-426-2753 | [michael.liu.mike@gmail.com](mailto:michael.liu.mike@gmail.com) | [Website](#) | [Linkedin](#) | [Github](#) | [Schedule a Call!](#)

## EDUCATION

### University of California, Los Angeles

*B.S. in Computer Science, Bioinformatics Minor; GPA: 3.9 / 4.0*

Los Angeles, CA

*Fall 2021 – Spring 2025*

## TECHNICAL SKILLS

**Languages:** C/C++, Python, SQL, JavaScript, Typescript, HTML/CSS, Java, Swift, Go

**Frameworks & Tools:** Git, ReactJS, React Native, NextJS, Firebase, MongoDB, PostgreSQL, Docker, K8s, AWS

## EXPERIENCE

### Software Development Intern

*Amazon Web Services*

Sep. 2024 – Dec. 2024

*Seattle, WA*

- Improving AWS Shield with AI to create a safer internet

### Software Engineering Intern

*LinkedIn*

June 2024 – Sep. 2024

*Sunnyvale, CA*

- Designed incentive redemption flow on the Ads Incentive Platform, projected to contribute \$100M/y revenue
- Developed API endpoints for incentive claims, optimized for 35% faster processing, handling 5K+ daily requests
- Migrated LinkedIn's business entities store from Oracle to MySQL, achieving significant cost savings for a \$7B revenue-impacting system without breaking encapsulation

### iOS Software Engineer and Game Development Intern

*HYEL (Startup founded by former Tinder and GOAT Group executive)*

July 2023 – Jan. 2024

*Los Angeles, CA*

- Created Wordd, an interactive multiplayer word-finding game, receiving 100% positive feedback from early users
- Boosted game performance by 70% using multi-threaded code and enhanced frame rate with SpriteKit's rendering

### Machine Learning Researcher

*Lin Lab Mechanobioengineering*

Jan. 2023 – Present

*Los Angeles, CA*

- Paper accepted to ICML 2024 in Vienna Austria, selected from over 200 competitive submissions
- Leading team to formulate an adversarial adaptation model for non-invasive stem cell culture analysis
- Accomplished a 106% improvement in prediction accuracy for nucleus imaging through ADDA with PyTorch

### App Developer

*UCLA Radio*

Sep. 2022 – Present

*Los Angeles, CA*

- Pioneered development of the official UCLA Radio Discord Bot with Discord API to display and stream live shows
- Collaborated in developing Acrostify with Spotify API and ReactJS, which enhanced club user engagement by 30%
- Maintain website through regular show updates, UI and streaming quality improvements; onboard new developers

## PROJECTS

**CleanASF - 1st Place SFHacks 2024** | *React Native, MongoDB, HuggingFace, Neurelo, OpenAI*

Apr. 2024

- Gamifying SF's litter cleanup with AI classification, social sharing, and competitive leaderboards for a cleaner city

**Heirloom AI - Stanford Treehacks 2024** | *NextJS, MongoDB, HuggingFace, Together.ai*

Feb. 2024

- Platform designed to preserve and enhance readability of family documents using custom-tuned OCR and NLP

**Climax - LAHacks 2024** | *NextJS, Firebase, Gemini API, Socket.io, Swift, WatchOS*

Apr. 2024

- Web app that uses live heartrate data and analysis from Gemini to enhance Youtube watch parties with friends

**StudySync** | *ReactJS, Firebase, Git*

Jan. 2023 – Apr. 2023

- Led a team of 5 developers to create a web application that connects users with study groups in real-time using a Tinder-like swiping interface by creating project roadmap and delegating tasks accordingly

**Personal Website** | *ReactJS, Tailwind CSS*

Apr. 2023

- Portfolio website displaying information about me! Adapted to display and render properly on mobile resolutions

**Battleship** | *C++*

Apr. 2022 – June 2022

- Developed command-line-based interface of a traditional Battleship game vs. friend or vs. coded AI