

Michael Liu

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EDUCATION

University of California, Los Angeles

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

Los Angeles, CA

Fall 2021 – Spring 2025

TECHNICAL SKILLS

Languages: C/C++, Python, JavaScript, HTML/CSS, Swift

Frameworks & Tools: ReactJS, Node.js, Firebase, MongoDB, Git, VSCode, XCode

EXPERIENCE

iOS Software Engineer and Game Development Intern

July 2023 – Present

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

Los Angeles, CA

- Created Wordd, an interactive multiplayer word-finding game, receiving 100% positive feedback from early users
- Elevated game performance and frame rate by 35% by leveraging SpriteKit's optimized graphics rendering
- Implemented multi-threaded code, resulting in a 70% increase in overall game performance

Software Engineer Intern

May 2023 – Aug. 2023

DecOps

Raleigh, North Carolina

- Co-developed Simpfi.ai, an app that streamlines AI prompting, utilizing React Flow and the ChatGPT API to create a UI that manages and visualizes input and output prompt sequences within a cohesive diagram
- Boosted app efficiency by 200% and enhanced scalability by identifying and rectifying a substantial memory leak
- Team secured \$10,000 in grants from IoTex.io due to the innovative and market-valuable design of the project

Machine Learning Researcher

Jan. 2023 – Present

Lin Lab Mechanobioengineering

Los Angeles, CA

- 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
- Developed image perturbation scripts, generating thousands of image variants to bolster model training robustness

Front-End Development Intern

June 2022 – Sep. 2022

Offtie

Remote

- Developed the design and launch of the homepage with Figma and React.js, bolstering initial user engagement
- Maintained and transformed the user experience by integrating 30+ innovative UI features

App Developer

Sep. 2022 – Present

UCLA Radio

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

PokéSketch | *ReactJS, MongoDB, TypeScript, PokéAPI, Socket.io, Redux, Git*

June 2023 – Present

- Co-Engineering interactive multiplayer game that challenges players to draw Pokémon from memory
- Developed using ReactJS, fetched Pokémon names with Pokémon API, and utilized MongoDB for backend storage of images and user data. Integrated Socket.io for real-time online multiplayer functionality

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
- Developed user authentication with Firebase auth and swiping functionality with javascript

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 bot
- Implemented an optimal battleship artificial intelligence that places and attacks ships with calculated patterns

Summer Science Program Researcher | *Python, Regex, MOE*

Jun. 2021 – Sep. 2021

- Performed novel drug discovery, implemented motif-finder algorithm with Python, and co-authored scientific paper