Kaixiang (Lucas) Liu

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🏳 Los Angeles, CA ⚫ onetrickollie

Education

California State University, Fullerton   *Fullerton, CA*
Major: Computer Science   *Expected: May 2024*

Glendale Community College   *Glendale, CA*
Major: Computer Science; GPA: X/4.00   *Feb. 2021 - May 2023*

University of California, Riverside   *Riverside, CA*
Major: Applied Mathematics, with Computer Science Concentration; GPA: X/4.00   *Sep. 2019 - Jan. 2021*

Professional Experience

Social Media Engagement Project at Local City Council(?)   *Glendale, CA*
Business Analyst Intern   *Mar. 2022 - Jun. 2022*

- Reverse-engineered recommendation algorithms for trending videos using lasso and ridge regression, to identify key features contributing to high user engagement
- Analyzed optimal patterns for videos of varying topics with scatter plots and interpolation
- Proposed and implemented social media strategies, resulting in a 10% increase in "likes" for posts
- Engaged with government stakeholders to align goals and gain strategy approval

Meitrack Inc, A GPS Company   *Pomona, CA*
Systems Engineer Intern   *Feb. 2021 - May 2021*

- Optimized geofence and data transmission modules for compatibility and upgradability using vcpkg
- Implemented real-time back-end using php for log extraction, improving productivity for developers
- Collaborated with the hardware team to ensure seamless integration of the software with the GPS devices

Individual Projects

"Flappy Bird" Game Development   *Feb. 2023 - Mar. 2023*

- Designed and implemented a "Flappy Bird" inspired game using the Unity game engine
- Integrated obstacle generation, collision detection, and gravity into C# PeriodicTimer event loop
- Conducted iterative testing and debugging to enhance performance and reduce any gameplay glitches

"Careerbuilder" Chatbot Development   *Feb. 2022*

- Crafted an interactive chatbot game using Python, centered around the theme of professional careers
- Designed a linear narrative structure, ensuring a seamless storytelling experience and user interactivity
- Incorporated branching dialogues and decision trees, enabling users to influence the course of the story and outcomes based on their choices

Patents

A Driving Habit Analysis Based on AI Recognition (Fisheye Camera Module)   *CN116494991A*
Data Storage and Security of a Monitoring System Based on Big Data   *CN116471129A*

Additional

- **Programming Languages:**: C++, C#, Java, Python, HTML, SQL
- **Platforms/Tools**: AWS EC2, Unity, Github, Excel VBA, Adobe Photoshop, Adobe Illustrator
- **Languages**: English, Mandarin
- **Interests**: Game Development, Robotics, Outdoor Activities
- **Volunteers**: Shenzhen Stray Cat Rescue