

Anatol Liu

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OBJECTIVE	To find a summer internship utilizing my skills in software development and computer science.	
EDUCATION	Carnegie Mellon University Pittsburgh, PA	Fall 2014 - Present
	B.S. in Computer Science Projected Graduation: May 2018	
	Richard Montgomery HS Rockville, MD	Fall 2010 - Spring 2014
	High School Diploma, IB Diploma	
	Relevant Coursework: Intro to Computer Systems, Intro to Physical Computing, Principles of Functional Programming, Principles of Imperative Programming, Great Theoretical Ideas in Computer Science	
SKILLS	Languages: Python, C, JavaScript, Java, Ruby, Swift, HTML/CSS Software Development Skills: jQuery, node.js, Flask, Semantic UI, iOS, Unix, LaTeX Applications: Adobe Photoshop, Microsoft Office, VirtualBox	
WORK EXPERIENCE	Lockheed Martin Rockville, MD	Summer 2015
	Intern	
	<ul style="list-style-type: none">Worked on a project that provided big data visualization for IT companies. Built web frontend and part of Java backend.	
	Academic Development Pittsburgh, PA	Winter 2015 - Present
	Peer Tutor	
	<ul style="list-style-type: none">Tutors Concepts of Mathematics, CMU's introductory proofs course.	
	Roaring Fork Pittsburgh, PA	Spring 2015
	Developer	
	<ul style="list-style-type: none">Worked on a project that collected civil court case data and allowed for the data to be searched. Built web scraper and parser.	
PROJECTS	PianoScribe	Winter 2014
	<ul style="list-style-type: none">Created an app that transcribed piano onto sheet music and allowed for user playback. Used fast fourier transforms and analyzed signal envelopes. Written in Python.	
	SmartCan	Winter 2015
	<ul style="list-style-type: none">Part of a team that created a smart trash can at PennApps capable of sorting items based on recyclability. Won Best Use of Intel Edison award. Used node.js, Intel Edison, MongoDB, and iOS.	
	Sonnetify	Fall 2014
	<ul style="list-style-type: none">Built a synthesizer that, after several user played notes, would start to play a harmony alongside the user. Used a simple Markov Chain. Built with Arduino and hand-crafted pressure sensors.	
	SpeedCheck	Fall 2014
	<ul style="list-style-type: none">Created a webapp that used crowdsourcing to generate a wifi speed heatmap. Also allowed users to check wifi speeds nearby. Built with node.js.	
ACTIVITIES	Taiwanese Student Association	Fall 2014 - Present
	Game Creation Society	Fall 2014-Present