Richard Liu

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EDUCATION	**University of Illinois at Urbana-Champaign** August 2021 - May 2025 (anticipated)

B.S. in Mathematics & Computer Science

EXPERIENCE

Maatcha — *Cupertino, CA* April 2020 - June 2020
Full-stack developer

- Built a social media platform for local high school students, supporting over 500 users at its peak
- Worked with five other developers on React frontend and Firebase backend

BSA Troop 485 — *Cupertino, CA* Aug 2017 - Mar 2019
Webmaster

- Developed website for a Boy Scout troop of ~100 people
- Engineered functionality like a directory and user authentication

AWARDS

CSAW CTF — *Urbana, IL* September 2021
NYU Tandon School of Engineering — 2nd place

- Participated in one of the largest college-level CTFs (cybersecurity contest) in the country
- Collaborated with teammates to solve reverse engineering and binary analysis challenges
- Solved two challenges independently and helped with two other challenges

Actuarial Competition — *Cupertino, CA* February 2020 - April 2020
Modeling the Future

- Cooperated with three other students on a paper about the impact of climate change on corn production and the insurance industry in Minnesota
- Won 2nd place out of 170 teams in nationwide competition and published a paper in the Actuarial Research Clearing House

SKILLS

Web development (React, TypeScript, NodeJS, Gatsby, Firebase, Tailwind)

Linux & Systems Programming (Rust, Bash, C, C++)

Functional Programming (Haskell, Elm, PureScript)

PORTFOLIO

Plojo: Systems level stenography translation software written in Rust

Gregg Shorthand Dictionary: Interactive shorthand dictionary. Processed scanned dictionary pages with Google CloudVision API.