ROICE LIU

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Education

Wisconsin, WI University of Wisconsin-Madison

Sept 2016 - May2020

- Majors: Computer Engineering, B.S.E & Computer Science, B.S (in major GPA: 3.55)
- Programing Coursework: Networks, Algorithms & Data Structure, Operating system, Intro.Machine learning
- Engineering Coursework: Digital System, Circuits, microprocessor systems, Computer Architecture

Employment

Scrum Master & Software Engineer, PT

Birdwell Solutions

Mar 2020 - Now

Software service(https://birdwellsolutions.com/) : contracted software customization

- Developed the official website by designing UI & UX and implementing the entire front-end with React.
- Increased sprint efficiency by 8% by planning out Jira agile schedule and conducting routinely check in on teams.
- Designed mobile and web product Myxr by creating workflow & UI prototypes with Figma.
- <u>Leveraged knowledge</u> in Git, Jira agile management and Figma prototyping tool, programmed with React, Javascript, ES6. css.

Venture Resident, Contract

Gener8tor

July 2020 - Sept 2020

Resident for 5-week startup incubator program which creates a new startup every week (https://www.gener8tor.com/)

- Gained traction from 2nd week of startup creation, and product is referenced by strangers through word of mouth.
- Built websites for products and attracted users, which led to business cooperation with Madison local business.

Software Projects

Android Augmented-Reality app

- Enabled user data storage and retrieval by implementing local storage route and remote storage through JSON.
- Implemented 2D AR dynamic text panel by using AR Core. (Java, Android).

React Meme Generator website

Developed a website based program to generate memes by incorporating meme API (React, Javascript).

Network Flow Control

- Implemented algorithm between routers and switches to forward and receive data packets. (Java)
- Optimized the routing mechanism with RIPv2 and routing table. (Java)
- Added DNS server to trace and receive data packets from the destined server.(Java)
- Ensured data transmission through implementing simple sliding window protocol (SWP) with 3-way handshake mechanism. (Python)

Classifier with Machine Learning

- Implemented the recognizer of handwritten numbers through 2-layered neural network with back-propagation algorithm.
- Developed a classifier of movie's comments from IMDb to recognize its "negative" or "positive" sentiment by using Naive Bayes classification. (Java)

Operating System related

- Implemented a multi-level priority queue in xv6's kernel.
- Created new system calls in the kernel to handle different requests.
- Implemented a file system checker to detect possible error and inconsistency. (C, Linux)

Skills

Software: (proficient) Java, HTML/CSS, javascript, ES6, react (familiar): C, python, JSON, Android