

# STEVEN LIU

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## EDUCATION

**University at Buffalo - School of Engineering and Applied Sciences**

Bachelor of Science

**Major:** Computer Science

**GPA:** 3.48/4.00

**Relevant Coursework:** Data Structures, Intro to Computer Science I & II, Systems Programming, Intro to Probability

**Dean's List:** Fall 2017, Spring 2018

Buffalo, New York

Graduated June 2021

## EXPERIENCE

**PLANNED ACTS OF KINDNESS**

**NEW YORK, NY**

MOBILE APP DEVELOPER INTERN

SEP 2020 - JAN 2021

- ♦ Utilized Glide Apps to create a cross-platform data-driven mobile application using data stored in Google Sheets
- ♦ Integrated Google Apps Script to incorporate back-end technologies to manage databases
- ♦ Created a platform where families and individuals who were affected by COVID-19 could connect with one another and share their stories

**BARUCH COLLEGE CAMPUS HIGH SCHOOL**

**NEW YORK, NY**

TECHNOLOGY INTERN

SEP 2016 - AUG 2017

- ♦ Troubleshoot and diagnosed technical requests submitted by staff and students
- ♦ Maintained functional quality of school equipment including printers, projectors, computers, etc.
- ♦ Provided support for PC hardware components, operating system software and application software

**P.S. 124 YUNG WING SCHOOL**

**NEW YORK, NY**

TEACHER'S ASSISTANT

OCT 2018 - APR 2019

- ♦ Coordinated with supervisors to schedule daily meetings and to conduct curriculum based group lessons regarding math, English, and science lessons for children of ages 6 - 12
- ♦ Observed each student individually and documented their progress through classroom exams and homework while spending more time with those who required more one-on-one guidance
- ♦ Ensured the safety of the students within the classroom on field trips and throughout the day

## PROJECTS

**ROBOFRIENDS | [HTTPS://GITHUB.COM/STEVENLIU595/ROBOFRIENDS](https://github.com/STEVENLIU595/ROBOFRIENDS)**

**FEB 2020 - MAY 2020**

HTML/CSS, JAVASCRIPT, REACTJS, GIT

♦

**GAMEWAY**

**FEB 2020 - MAY 2020**

HTML/CSS, JAVASCRIPT, EJS, NODE.JS, EXPRESS.JS, MYSQL, SOCKET.IO, GIT

- ♦ Utilized Socket.IO alongside Node.js to create a real-time role-playing game
- ♦ Created a web application using Express.js in conjunction with Node.js
- ♦ Used MySQL to encrypt and store user login data securely in a database

#### **ALARM CLOCK SLIPPERS**

**FEB 2016 - JUN 2016**

EMOTI-CON! WINNER: MOST ENTERTAINING

- ♦ Developed idea of the project and integrated Arduino in order to create a prototype
- ♦ Designed an alarm to trigger whenever pressure sensor was pressed using C programming
- ♦ Presented in front of judges and 300+ attendees and won 1<sup>st</sup> place in Entertainment category

#### **TECHNICAL SKILLS**

**Languages:** ReactJS, JavaScript, HTML/CSS, Java, C++

**Tools/Platforms/Frameworks:** Eclipse, VSCode, Git, Git Extensions, Linux, MacOS, Windows7/8/10