Steven Liu

Ontario, CA |(626)-404-3359|[LinkedIn]| [Github]|stevenlaoliu@gmail.com

EDUCATION

California State University of Fullerton	Graduation Date: June 2024
Bachelor's of Computer Science	Cumulative GPA: 3.2

WORK EXPERIENCE

Sunright Tea Studio - Supervisor
June 2022 - Present
- Maintained equipment and resolved POS system issues during store hours, including system resets and troubleshooting, to ensure continuous operation.
- Problem-solving issues and organizing the store's supplies
- Supervised and trained new trainees in both front and back areas, while providing guidance and coaching employees to excel in their roles.

Griddle Mongolian Grill - Shift Lead
Feburary 2020 - December 2022
- Provide technical support for POS systems and tablets within store hours to ensure functionality
- Serving 200 customers daily and cooking meals for customers while providing good customer service
- Managing the teams during the shift and training new employees

PROJECTS

Readit
March 2023- May 2023
- Developed front-end portion as a UI/UX developer using HTML and CSS to implement functions.
- Collaborate with the team and assign tasks for the group in a short time frame for the project

AI Connect4
April 2024 - May 2024
- Developed a Connect 4 game using Pygame with AI implementation, utilizing Alpha-Beta pruning and Minimax algorithms for decision-making.
- Collaborated with a team and effectively assigned tasks to ensure smooth development.
- Created four modes that allow players to compete against the AI or have the AI algorithms face against each other to evaluate performance differences.

2D Car Game
March 2024 - May 2024
- Developed and designed a simple educational math game using Python and Pygame library for interactive gameplay
- Conducted extensive testing and debugging to ensure a smooth and user-friendly experience
- Managed the project conception and coordination by updating teammates and finalizing tasks.

SymptoQuest
Jan 2024 - Aug 2024
- Developed a web application for symptom checking using AI to assist users in evaluating their symptoms.
- Designed and implemented the application using Sveltekit, Firebase (authentication and real-time database), OpenAI's Chatgpt API, and Google Maps API.
- Managed project tasks and assigned responsibilities to my partner to ensure timely delivery of features.

CrossyRoad
April 2024 - May 2025
- Developed a CrossyRoad-inspired game using Unreal engine and integrating various elements to create a functional and fun gameplay experience.
- Designed and modeled game assets using Blender, including characters and environment elements, and imported the following elements and characters into Unreal Engine.
- Acquired proficiency in both Unreal Engine and Blender within two months to meet project deadlines.

SKILLS

Skills: C++ | Python | HTML | CSS | Javascript | SvelteKit | Problem-Solving | Teamwork | Leadership | Unreal Engine

CERTIFICATIONS

- Cybersecurity Careers and Certifications, Linkedin, Mar 17, 2023