

STEVEN LIU

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

EDUCATION

California State University of Fullerton - B.S, Computer Science

August 2020 - June 2024

SKILLS

C++ | Python | HTML | CSS | JavaScript | SvelteKit | Unreal Engine | API | Node.js | Operating System | Assembly | AI | Linux | Git | Excel | Github

PROJECTS

Chat System

August 2023 - December 2023

- Constructed a one-to-one and one-to-many chat system by utilizing Python, leveraging socket programming and multithreading to enable real-time communication.
- Implemented TCP for reliable data transmission and optimized the system for efficient handling by developing the client and server side.

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

- Produced 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.
- Helped direct the project conception and coordination by updating teammates and finalizing tasks to reach final production.

SymptoQuest

January 2024 - August 2024

- Developed a web application for symptom checking using AI to assist users in evaluating their symptoms.
- Utilized Sveltekit, Firebase, OpenAI API, and Google Maps API to incorporate essential features, enhancing user experience and improving overall functionality.
- Managed project tasks and delegated responsibilities to my partner to ensure timely delivery of features.

CrossyRoad

April 2024 - May 2024

- Crafted a CrossyRoad-inspired game using Unreal engine and integrating various elements to create functional gameplay.
- 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.

WORK EXPERIENCE

Sunright Tea Studio - Supervisor

June 2022 - Present

- Managed and coordinated daily operations, boosting work efficiency by 20% while proactively identifying and addressing problems to ensure a smooth workflow and overall performance.
- Optimized the POS and kiosk system, reducing downtime by 30% through active troubleshooting and clearly communicating technical concerns to customers to enhance user satisfaction.
- Adapted to a fast-paced environment by managing front-house tasks and supporting back-house operations, including organizing and updating tasks for greater efficiency.

Best Buy - Seasonal Warehouse Merchandise Processor

November 2024 - January 2025

- Consistently achieved 90%- 95% of merchandise processing goals per shift, ensuring operational efficiency and timely task completion.
- Conducted thorough quality checks to verify that products met company standards and policies, categorizing them as excellent condition, defective, or fraudulent.
- Utilized internal processing systems to document findings, review sale listings, and maintain accurate inventory records.

CERTIFICATIONS

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