

STEVEN LIU

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EDUCATION

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

August 2020 - June 2024

WORK EXPERIENCE

Sunright Tea Studio - Supervisor

June 2022 - Present

- Managed and coordinated daily operations, proactively identifying problems and addressing issues to ensure smooth workflow and improve overall performance.
- Resolved POS and Kiosk system issues to quickly restore operations, while also addressing technical concerns with clarity to customers.
- Adapted to a fast-paced environment by managing front-house tasks and supporting back-house operations, including organizing and updating tasks for improved efficiency

Griddle Mongolian Grill - Shift Lead

February 2020 - December 2022

- Provided technical support for POS systems and tablets within store hours to ensure smooth operations.
- Serving over 200 orders daily while preparing meals and delivering excellent customer service.
- Handled restaurant operations and trained new team members to maintain high performance and consistency.

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.

SKILLS

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

CERTIFICATIONS

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