Haoyuan Liu
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Education
University of California, Berkeley   08/2018 ~ 05/2022
B.A. Computer Science | GPA 4.00
Relevant Coursework: SICP, Data Structures, Machine Structures, Algorithms, Computer Security, Database Systems, Artificial Intelligence, Data Science, Discrete Math and Probability

Skills
- Experience with Python, Java, TypeScript, JavaScript, SQL, Go, C, C#, HTML&CSS
- Familiarity with web frameworks including React, Vue, and Angular

Experience
Open Source Developer, Fluent Reader   05/2020 ~
- Developed Fluent Reader, a desktop RSS reader built with Electron, React, and TypeScript with over 10,000 downloads from Mac App Store, Microsoft Store, and GitHub
- Core maintainer of the open source project with over 500 stars on GitHub

Project Developer, The Daily Californian   02/2019 ~ 05/2020
- Overhauled Daily Cal's Weekender and Projects sections with single-page applications built using Vue.js and WordPress REST API
- Worked on data-driven journalistic projects involving data collection, cleaning, and analysis with Pandas, matplotlib, and D3.js

Testing Engineer, BEAR Center, UC Berkeley Graduate School of Education   10 ~ 12/2019
- Performed automated and manual QA testing with RSpec, Postman, and JMeter for educational software that serves CA and IL departments of education
- Wrote scripts in Python that facilitate the development and testing process

Full Stack Developer, Nirvana News   10/2016 ~ 02/2018
- Led the front-end development for the website of the student-run news agency, including a WYSIWYG article editor with image upload
- Developed and published a Windows 10 UWP app for news reading

Programming Projects
End-to-End Encrypted File Sharing System
- Designed and implemented a secure file sharing system based on public storage with Go
- Supports hierarchical sharing / revocation and efficient file append

Simple Database Management System
- A basic DMBS developed using Java as a course project
- Features include indexing, query optimization, fine-grained locking, and ARIES recovery

Online Voting Platform for Student Council
- An open source web app built using Angular and ASP.NET for efficient and open real-time voting

Splatoon 2D
- A 2D adaptation of the co-op mode from Nintendo's Splatoon 2 created with Pygame
- Supports local multiplayer with multiple controller inputs

The Bookstand
- A web app that allows students to post, browse, and trade used books online with the ease of just scanning the barcodes developed with ASP.NET, Bootstrap, and jQuery