Yining Liu

lyining2005@gmail.com | 813-508-3637 | linkedin.com/in/yining-liu1 | github.com/yiningliu1

EDUCATION

University of Florida   **Gainesville, FL**
Bachelor of Science in Computer Science   *August 2023 – May 2027*
- Relevant Coursework: Programming Fundamentals 1, Calculus 3

PROJECTS

Flappy Bird | *Python, Pycharm, Pygame*   September 2023
- Utilized Pygame to develop a fully functional Flappy Bird game
- Implemented game mechanics, including bird movement, pipe spawning, collision detection, and scoring in Python

Tower Time (Roblox Game) | *Lua*   June 2023 – August 2023
- Partnered with a two-person team to develop a tower defense game in Roblox Studio
- Designed and added functionality to 10+ UI elements using Roblox Studio's built-in UI editor and Lua
- Revised team members' code to fix bugs and introduce important quality-of-life features
- Assembled over 15 models for towers and level decoration

Chess Ranking App | *Java, IntelliJ, JavaFX*   October 2022 – December 2022
- Cooperated with the president of a chess club to build a Java application using an object-oriented design that records member-versus-member game data and leverages it to rank club members
- Developed a user-friendly GUI utilizing JavaFX, incorporating 5 screens to enable users to view member ranks, review past games, add members, manage member profiles, and log game results
- Achieved a 60% reduction in data entry errors compared to the previously employed spreadsheet system, enhancing the club's ability to assemble competitive teams for tournaments

EXPERIENCE

Software Engineering Club (SEC)   September 2023 – Present
Officer-in-training
- Undergo training in HTML/CSS, JavaScript, Node.js, and React to become a technical officer in SEC
- Participate in bi-weekly check-ins and mini-hackathons to test proficiency in technical skills

Society of Asian Scientists and Engineers (SASE)   September 2023 – Present
Intern
- Manage a $200 budget to purchase food and other necessary supplies for a General Body Meeting

First-Year Leadership Program (FLP)   September 2023 – Present
Member
- Coordinate events for the Asian American Student Union (AASU) in collaboration with other members

Hydra Robotics   August 2019 – April 2023
Member
- Collaborated with team members to build robots for the FIRST Tech Challenge and FIRST Robotics Competition
- Constructed and installed mechanical components, and performed electronics wiring for robots
- Programmed robots in Java to respond to controller inputs and use sensors to autonomously perform tasks

Science Buddies   August 2022 – December 2022
Member
- Led weekly science activities for 30+ elementary school students to enrich their afterschool program
- Supported the treasurer in procuring and preparing supplies for over 10 activities

TECHNICAL SKILLS

Languages: Python, Java, Lua, HTML/CSS
Developer Tools: PyCharm, IntelliJ