

YONG D. LIU

945 4th Ave Apt. 4FL, Brooklyn, NY 11232

Cell: 718-737-6375

Email: yongredwork@gmail.com • Portfolio: www.yongdingliu.us • GitHub: <https://github.com/yongred>

EDUCATION

CUNY, Brooklyn College

Major: Bachelor Science in Computer Science, Graduated May 2016

Overall GPA: 3.5/4.00

Relevant Coursework: Data Structure, Principles Computer Architecture, Object-Oriented Development, Application Design and Implement (in Java), Computer and Ethics, Intro and Advance Programming in C++, Introduction to Discrete Structures, Discrete Mathematics, Algorithm, Operating System, Computer Graphics

PROJECTS

Cox, CISC 4900 (Independent Project) CUNY Brooklyn College, Spring Semester 2016

HabitLoop, Android Application for tracking habits

- Programmed the layouts of the application in Android Studio using XML.
- Implemented a calendar interface for keeping records of the habit using Java and the bar graph interface to present progresses using Java.
- Used the model-view-controller design pattern when developing the application.
- Designed both the graphics for the looks of the application by using Adobe Photoshop CS6 and the user interface that is user-friendly, simple, and easy to manage.

Kletenik, CISC 3665 (Game Design) CUNY Brooklyn College, Spring Semester 2016

BubbleMan, Processing Game Inspired by Bomberman

- Programmed the functionalities of the game in Java, ex: moving, dropping bubbles and getting items.
- Designed and Implemented the action patterns for the AI to play with the player.
- Used A* algorithm for finding paths, give them priorities whether to chase an opponent, dropping bubble, or getting items.
- Created the graphic icons for the game using Adobe Photoshop CS6.

Dexter, CISC 3120 (Design and Implementation of Software Application I) CUNY Brooklyn College, Fall Semester 2014

Asteroids, (the classic Asteroids game) Java Game using Java Canvas and Frame Objects

- Integrated the functionalities of the game, ex: moving, spanning and positioning.
- Programmed the game physics for the game, such as collision, rotation, acceleration and deceleration.
- Designed and Implemented the game animation using Java Canvas class.

WORK EXPERIENCE

Future Intedu Center Inc. Flushing, NY, Summer 2015

Front End Web Developer

- Arranged the basic structures of the websites using Jade template and html.
- Worked in Node.js and Express.js environment for the web development.
- Decorated the website according to the design using both pure CSS and Less.js.
- Programmed the functionalities of the website using JavaScript and JQuery.
- Managed the datas transferred by the backend developers, handling JSON formed datas.
- Utilized Github for version control, make sure the front end and back end developments are at the same page
- Worked in MongoDB database system with the backend developers.

SKILLS

Programming Languages: Java, C++, HTML, XML, CSS, JavaScript (familiar with JQuery)

Operating System: Windows (98, 2000, XP, Vista, 7, 8), Linux, Macintosh

Softwares: Microsoft PowerPoint, Microsoft Word, Microsoft OneNote, Paint.Net, Adobe Photoshop, Eclipse, Android Studio, GitHub, WordPress, CodeBlocks, Notepad++, Sublime Text 2, Dropbox, Processing, Node.js, MongoDB

Language: Speaks English, Mandarin, Cantonese, and Fujian Dialogue. Can read and write in Chinese and English