

YONG D. LIU

945 4th Ave Apt. 4FL, Brooklyn, NY 11232
Cell: 718-737-6375

Email: yongding@live.com
Portfolio: www.yongdingliu.us
GitHub: <https://github.com/yongred>

EDUCATION

CUNY, Brooklyn College

New York, NY

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

HabitLoop, Android Application for tracking habits

Spring Semester 2016

- Programmed the layouts of the application using Android Studio IDE and XML.
- Implemented a calendar interface for keeping records of the habit in Java.
- Implemented a bar graph interface for presenting progresses in Java.
- Developed the functionalities and correlation between each Activities.
- Designed the graphics for the looks of the application using Adobe Photoshop CS6
- Designed a user-interface that is user-friendly, simple, and easy to manage.

Kletenik, CISC 3665 (Game Design)

CUNY, Brooklyn College

BubbleMan, Processing Game Inspired by Bomberman

Spring Semester 2016

- Programmed the functionalities of the game in java, ex: moving, dropping bubbles and getting items.
- Designed the game inspired by Bomberman.
- Designed and Implemented AIs to play with the player. Using 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

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

Fall Semester 2014

- Implemented 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

Front End Web Developer

Summer 2015

- Set up the basic structures of the websites using Jade template and html.
- Setup developing environment by installing Node.js, Express.js using npm package manager and installing MongoDB.
- Decorated the website according to the design using both pure CSS and Less.js.
- Developed the functionalities of the website using JavaScript and JQuery.
- Manipulated data transferred by the backend developers, handling JSON formed datas.
- Used Github for version control, make sure the front end and back end developments are at the same page

SKILLS & INTERESTS

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

Interests: Jogging, Biking, Weight Training, Software development, Game programming, Web development