

Eric Liu

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<https://github.com/aircliu> | <https://aircliu.github.io/Portfolio/> |
<https://coursera.org/verify/L4F7UYRBCYP9>

Education

University of California Irvine, *Bachelor of Science in Computer Science* June 2025 GPA 3.5/4.0 |

Relevant Coursework: Data Structures and Algorithms, Machine Learning, Python, SQL, Modern Web Application

Google, Project Management Professional Certification (PMP)

Experience

Full Stack Software Engineer Intern @ J-Tech |

May 2023 - August 2023

- Utilized **React Native**, **Tailwind CSS**, **Typescript**, and **Next.js** to architect and develop an integrations page, driving marketing efforts for an e-commerce company with seamless web experiences and enhanced user interactions.
- Successfully migrated data to Sanity.io content platform using **Python** and the Sanity Mutation API into the Sanity CMS system, and gave end users the ability to search for products based on their specifications, such as 1080p, or 4K.

Projects

GeniusAI | *Python, React, Flask, MySQL, OpenAI*

June 2023 – Current

- Created a full stack website utilizing **React Native**, **Flask**, and **SQL**, to provide a free computer science bootcamp while creating our own AI to help users with the learning process
- Used **Microsoft Azure** and trained data from stackoverflow questions to create a chatbot meant to teach people how to code.
- Ensured robust user information security by leveraging **Firebase** services and expertly **deployed** a dedicated server for seamless website functionality, optimizing performance and maintaining data integrity.

3D City | *HTML, CSS, JavaScript*

May 2023 – Current

- Created a responsive and interactive website using Three.js library. Implemented a dynamic cityscape, creating buildings and real time user interaction. Utilized **WebGL** rendering and shaders to achieve realistic lighting and shadow effects.
- Designed and developed the application and infrastructure from scratch, drawing it out and recreating the drawings with code.

ExoPlanet Finder | *Python, LightKurve, numpy, Machine learning, AI.*

April 2023 - Current

- Engineered an advanced Exoplanet detection application using **Python** with the **Lightkurve library**, **Numpy**, and robust **machine learning algorithms**, focusing on the Kepler mission's data.
- Learned hands-on knowledge in space data analysis by learning unique techniques to detect and understand exoplanet attributes.

Skills and Technology

Photoshop / Premiere Pro / Programming languages: C++, Python, JavaScript, TypeScript, HTML, CSS, Swift, SQL / Frameworks: React, Node.js, Flask / Git version Control / Windows, MacOS, Linux / Social Media Marketing / Adobe After Effects / Adobe Illustrator / Microsoft Excel/Word/Powerpoint / API integration and development / Conflict Resolution and Mediation / Good communication skills / Ability to work in teams / Strong aptitude for learning /