

# Yanzhe (Nick) Liu

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University of California, Los Angeles

M.S. Computer Science  
B.S. Computer Science

GPA: 3.55/4.0

Mar 2016 – Dec 2017  
Sep 2012 – Mar 2016



**AppFolio, inc.**

Property Management Software

**Software Engineer Intern**

**June – Sep 2016**

*Santa Barbara, CA*

- Working on customizable calendar for property software, using React.js, fullCalendar.js, and Ruby on Rails;
- Developing automatic email notifications system for the property management software;
- Converting report with large data using FixedDataTable, with implementation of lazy loading;
- Actively involved in Agile development with one-week release cycle, weekly grooming and retrospective.

**DAILY BRUIN**

**Daily Bruin**

Student Newspaper at UCLA

**Web Developer**

Online Team

**Oct 2015 – Present**

*Los Angeles, CA*

- Maintaining Daily Bruin online magazine "Prime" using Django and refactor databases schema in Postgres;
- Implemented a basic search function for the front page, capable of searching by title or content;
- Designed and created several single page interactive article <http://graphics.dailybruin.com/prime/>



**Tixzoo**

Startup at UCLA

**Co-Founder/Backend Developer**

"Ticket Exchange Simplified"

**Jun 2015 – Present**

*Los Angeles, CA*

- Tixzoo is a peer-to-peer ticket exchange platform that ensures secure ticket transfer and low transaction fee;
- Designed the database schema for entire website, including users, transactions, activity feeds, etc.;
- Implemented various controllers for each object, designed ajax request for each controller;
- Developing payment system using Stripe API and integrating Facebook login using the graph API.

**TeamJam**

**Software Developer**

**Oct – Dec 2015**

- A web application that helps students to form teams smoothly in different courses; it allows students to post their profiles, create teams, and rank their classmates based on specific skill ratings or time commitment;
- Successfully deployed the project on AWS, fully tested its scalability and applied different optimization techniques such as client side caching, server side caching, pagination, database query optimization etc.

**B2B Tutoring**

**Software Developer**

**Oct – Dec 2015**

- An iOS application that provides easier way for UCLA students to provide tutor service to one another;
- Focused on location service and matching algorithm design;
- Used a variety of design patterns to implement class diagram and sequence diagram prior to development.

**Escape**

**Chief Game Designer**

**Mar – Jun 2015**

- Develop an immersive, engaging video game in Oculus Rift platform using Unreal Engine;
- Chief game logic designer, implemented the major behavioral trees and blueprints for AI character;
- Responsible for level design and user interaction with Oculus.

**InterSolar**

**HackSC**

**Nov 7 – 9, 2014**

- A mini virtual reality solar system for Oculus Rift platform using Myo as gesture control  
["http://devpost.com/software/intersolar"](http://devpost.com/software/intersolar)
- Developed the VR using Unity game engine, designed phases for space and time travelling;
- Integrated Myo armband into the VR for seamless control over space travel and time travel using gesture.

**UCLA Chinese Student Association**

**Cultural Night Producer**

**Apr 2014 – Apr 2015**

- Led a group of 30 students to produce annual Chinese cultural night from planning to execution
- Budgeted and raised over 15,000 dollars for venue, props, transportation, flyers, advertisement, etc.

**Upsilon Pi Epsilon member since June 2014;**

**ACM member since June 2013**

## SKILLS

