

Kyle Liang

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Career Objective

Computer Science major at Georgia Institute of Technology passionate about analytics and learning. Seeking Summer 2021 Software Dev and Game Dev internship positions.

Education

GEORGIA INSTITUTE OF TECHNOLOGY - ATLANTA, GA

*College of Computing – B.S. Computer Science (August 2019 - May 2023),
Minor in Mathematics*

GPA: 4.0

Relevant Coursework: Data Structures and Algorithms, Design and Analysis of Algorithms (In Progress), Computer Organization (In Progress), Objects and Design (In Progress)

Work Experience

WRECK TECHS, ATLANTA, GEORGIA

Residential Technology Advisor (Jun 2020 – Present)

Note: I was hired for this job in June of 2020, but have yet to start because I am currently unable to complete the necessary paperwork. Once I return to the U.S. I will begin work.

HINGE TECH, SHANGHAI, CHINA

Software Development Intern, Dec 2017 – Jan 2018

- Created user interface for ethernet port connection application using C++ in order to test connections for car software.
- Created tests for car software systems in C++ based on documentation of industry standards.

SHANGHAI AMERICAN SCHOOL PUXI AQUATICS, SHANGHAI, CHINA

Race Organization Assistant, Aug 2014 – May 2016

- On microphone, announced events & heats, as well as swimmer names, schools and lanes in order to inform viewers about the races they were watching.
- Used stopwatch and acted as secondary timer for races to supplement automatic timing as a precaution against any technological malfunctions.
- Marshalled events and shuttled swimmers from marshalling area to blocks in order to keep races running smoothly and the event on schedule.

Additional Skills

- Programming Languages: HTML/CSS/JavaScript, C++, Python, Java
- Frameworks & Libraries: React.js, Node.js, Scikit-learn, Matplotlib
- Chinese – Native speaker

Projects

AutoScribe: Fullstack Web Developer (Oct 2019 – current) (<https://autoscribegpt.azurewebsites.net/>)

- Connected backend Express.js server with frontend React.js using socket.io API.
- Coded client & server-side JavaScript logic, implementing additional widgets/functionality such as the verbal voting system.

Mastermind Play and Solve: Personal Project (May 2020)
(<https://github.com/crown523/MastermindPlayAndSolve>)

- Used C++ to create a digital version of the classic board game Mastermind, playable on multiple difficulties against the computer opponent.
- Implemented Donald Knuth's 5 step algorithm, allowing users to solve any game of Mastermind in at most 5 moves

Secret Hitler Discord Bot: Personal Project (June 2020 - Present)

(https://github.com/crown523/sec_hitlerBot)

- Used Node.js and the Discord.js library to interface with Discord API in order to make a version of the Secret Hitler board game playable entirely within the Discord app.
- Web browser versions of the game were difficult to connect to, so decided to create a Discord bot version that would be easier for people to use.
- Collaborated with partner to develop code, test and fix bugs.

Rthm: Personal Project (Sep 2020 - Present)

- Came up with and am currently developing idea for rhythm-based platformer game.
- Used C# with Unity game engine.

Zoom and Enhance: Web Developer (Oct 2020)
(<http://zoomandenhance.herokuapp.com/>)

- Used Vue.js, Web Speech API to create an online note-taking app for students learning from home during COVID-19
- Coded logic for various features such as hotkeys for formatting, automatic delimiter pairing checks and fixes.
- Deployed web app using Heroku
- Finalist for Hack@Home 2020