ELIZABETH LIU

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Education:

Georgia Institute of Technology

BS in computer science
Relevant coursework: Data Structures, Machine Learning, Computer Graphics
GPA: 4.0/4.0, faculty honors
Expected graduation: Dec 2023

Skills:

Languages: Java, Python, C, C#, HTML, CSS, SQL

Libraries: JavaFX, Numpy, Processing

Technologies: Visual Studio Code, Unity, MySQL, OracleDB, Informatica PowerCenter, Linux, GitHub

Design: Adobe CC, Figma, Canva

Conversation: Spanish, Mandarin

Experience:

MetLife, *Software Engineering Intern*   May 2022 - present

Write Python scripts to monitor activity on remote development servers and consolidate project information, optimizing server activity levels. Create and monitor Informatica PowerCenter workflows and OracleDB tables.

HexLabs, *Design Team Member*   May 2022 - present

Develop product designs, advertising materials, and UI/UX for HackGT, Georgia Tech's annual large scale hackathon, using Figma and Adobe CC. Work collaboratively with a 10-person team to deliver a cohesive brand.

GT Machine Learning Lab, *Research Assistant*   Jan 2022 - present

Assist in analysis of output from 3 separate natural language processing models, under guidance of Dr. Wei Xu.
Participate in a biweekly research paper reading group, discussing and presenting recent findings in the field.

GT Solar Racing, *Telemetry Lead, Member*   Sept 2020 - Jan 2022

Lead development effort on the telemetry board, data visualization, and vehicle communication.
Develop and enhance telemetry server and board code using Go, C, HTML and GitHub.

Projects:

Paper Planes, *Co-Lead, Developer, Artist*   Jan 2022 - May 2022

Co-led a team of 40 developers to create a platforming game with unique aerodynamic movement in Unity for VGDev, GT's game development club. Implemented custom UI and scripts for entity movement and behavior. Developed concepts and design guidelines for members to follow.
Online publication: allisanlu.itch.io/paper-planes

Gunsnake, *UI Artist, Designer*   Jan 2021 - May 2021

Worked in a team of 10 developers, artists, and musicians to create a 2-D, procedurally generated game.
Designed and created the title screen splash art, title screen UI, and player sprite sheets.
Online publication: https://randomerz.itch.io/gunsnake