

VIVIAN LIU

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EDUCATION | UC BERKELEY, CLASS OF 2019

- 3.93/4.0 GPA
- Computer Science and or Cognitive Science, Certificate in New Media

AWARDS | 2014-2015 CAL ALUMNI ASSOCIATION LEADERSHIP AWARD 2ND PLACE, FALL 2015 WEB DESIGN SHOWCASE 2014 SILVER KEY, Scholastic Writing Awards West Region-at-Large

WORK | MAKERSPACE CREATOR & TEACHER, United Technologies for Kids (Peruvian NGO) MAY 2017, Chinchu Peru

- Established makerspace and cotaught course on design and engineering.
- Created projects with students using Arduinos, 3D printing, soldering, etc.

RESEARCH ASSISTANT, University of Southern California Institute of Creative Technologies JUNE-AUG 2017

- Developed on an intelligent tutoring software

BIG DATA TECH INTERN, First Data SUMMER 2016

- Used Python and SQL to automate data pulling and data visualization.
- Designed new product module for location economic analysis in Tableau.
 - Prototyped front-end UI/UX and created SQL query backbone.

RESEARCH ASSISTANT, Hybrid Ecologies Laboratory (Prof. Paulos) SPRING 2017-PRESENT

- Research topic: study fiction stylometry in search of indicators of authorship style
- Wrote NLP programs to parse fiction into data vectors.
- Used unsupervised machine learning and self-organizing maps to cluster excerpts

PROJECTS | NEW MEDIA DATA RESEARCH FALL 2016

- Web scraping, image processing, and data visualization for digital humanities research.
- Used Python, Java, social media API's, Python Imaging Library, NetworkX, Cytoscape to analyze Instagram media sets and metadata.
- Project topics: network analysis on Instagram, Youtube video journalism metadata

LANGUAGES | JAVA, PYTHON, SQL, HTML, CSS, JQUERY /SKILLS | TABLEAU, ARDUINO, PROCESSING, 3D PRINTING, ADOBE SUITE, RESEARCH

VOLUNTEER | STEM + ART & DESIGN LIBRARY WORKSHOPS 2016, at both East Bay School for Boys and Fremont Main Library

- Teach kids about the creativity inherent in programming using Scratch!
- Topics have included: optical illusions, game logic (coding Mario), fractals, etc.