Vincent Liaw

UC San Diego '18

B.S. Computer Science 3.680 Minor Cognitive Science 3.925

Experience

UI Engineer Intern @ LinkedIn

- Built and multivariate tested new layouts displaying ad campaign insight data and added Kafka tracking functionality to improve ad usage and reduce churn. Tested with Mocha + SinonJS
- Added internal semaphore component and functionality for users to report text ads on linkedin.com web
- Used Scala (lava Play) and ES6 BackbonelS .
- Prototyping early stage canvas ads and split testing features using Sketch + Invision

Undergraduate Research Assistant @ UC San Diego

- Supervisor: Nadir Weibel. Built visualization dashboard for HIV/AIDS researchers to visualize clinical patient data
- Developed interconnected maps, barcharts and line graphs and brushing and linking system with Redux state
- Implemented ability to **inspect and compare individual data clusters** to find trends, distribution and relationships
- Used ES6 React/Redux, D3JS, and LeafletJS. See avantgarde.ucsd.edu

Web Developer @ Solomid Corporation

- Built frontend of tsm.gg, Team Solomid's news site using React/Redux, designed and built style guide for news articles
- Optimized UI of solomid.net and overwatchelite.net to work seamlessly across both mobile and desktop
- Built an async, self-caching League of Legends data tooltip API used on probuilds.net and champion.gg
- Extensive use of ES6+ Javascript, React/Redux, and SCSS, following AirBnb ES6 and SCSS style guides.

Tutor & Instructional Apprentice @ UC San Diego

- Taught full-stack web development and design principles (including one lecture) to classes totaling 300+ students .
- WI17: CSE170/COGS120: Interaction Design Scott Klemmer
- FA16: COGS187A: Cognitive Aspects of Digital Design David Kirsch
- Led studio section for students to prototype and iterate on projects by providing feedback and facilitating discussion
- Wrote script to automate grading of HTML/CSS portfolio coding project

Skills

Languages and Tools

- Javascript, ES6 (React + Redux, Express)
- HTML/CSS (+ PUG/SCSS+BEM) .
- **Python** (Flask, Tornado, sklearn/numpy, OpenCV) .
- Prototyping (Sketch + Invision)
- **Deployment** (Git, Heroku, AWS S3) .
- Databases (Mongoose, SQL through SQLAlchemy)

Campus Involvement

Tech & Design Lead @ SD Hacks

- Redesigned and rebranded the SD Hacks 2017 web experience. See vincentliaw.me/projects/sdhacks2017 .
- Prototyped and built frontend of sdhacks.io. Created mockups for sponsor resume filtering tool, emails, and centralized style guide with Sketch + Invision
- Also designed and built Hack Day site hackday.sdhacks.io and HackXX site hackxx.sdhacks.io

Incoming VP External @ Design at UCSD

- Tech Chair from 2016-17 and general board member since March 2015
- Built sites and tech tools for workshops and conferences. Built designatucsd.org and ucsddesignconf.com

Projects & Hackathons

Guorient

- Tool for event organizers to effortlessly create event maps viewable on web and iOS native application
- Added ability for users to draw, color-code and label key locations and boundaries on Leaflet with Open Street Maps using multiple API polygon layers
- Built using React+Redux, Leaflet, and React-Native

BitMonster - 1st Place Blockchain API @ CalHacks

- Multiple-alias and anon Bitcoin payment web application, using Flask
- Built Bitcoin wallet authentication, transaction flow and splash page. Won 5 BTC = (currently) 20k USD

General

- UI/UX Design process (user research, wireframes, prototyping, multivariate/A/B testing)
- Visual design/rebranding •
- Web and mobile-friendly UI/UX design and development
- Teaching (led workshops, studios, and lecture)

bitmonster.herokuapp.com - October 2015

web + iOS native app - March - June 2017

March 2016 - Present

March 2016 - Present

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January - June 2017

June - September 2017

January 2016 - January 2017

September 2016 - March 2017