



MARIE LIU

B.S. Computer Engineering

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🎓 University of Illinois
at Urbana-Champaign
Graduation: Dec 2016

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Computer Architecture
Algorithms
Operating Systems
Artificial Intelligence

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Swift / Obj-C ●●●
C ●●●
Python ●●●
x86 Assembly ●●●
SystemVerilog ●●●
SQLite ●●●
C++ ●●●

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Visual Design
UI/UX
Iconography
Game Design



WORK EXPERIENCE

Apple 2016

iOS Calendar & Reminders – SW Engineering Intern

- Prototyped a new feature, working across the entire iOS Calendar stack
- Iterated on the original design by conducting user interviews
- Determined better engineering solutions by collaborating with other teams
- Designed and pitched the winning idea in an Apple-internal idea competition

Apple 2015

Developer Publications – SW Engineering Intern

- Developed sample code designed for high legibility and clarity
- Profiled to diagnose performance problems



PROJECTS

TowerFall on an FPGA – Hardware Designer

An FPGA implementation of the hit archery game, TowerFall Ascension

- Designed a blitter and PS2 keyboard driver
- Created a game engine with physics and collision
- Video at: youtu.be/2JglCgRZdoE

DnDJ – Front End Developer & Visual Designer

A web app enabling easy creation of soundscapes for table-top roleplaying games

- Developed a pure CSS solution for responsive UI elements
- Designed a simple, intuitive, and beautiful UI



INVOLVEMENT

CocoaNuts – Media Lead & Helper

iOS app development club

- Helping students learn iOS concepts in weekly workshops
- Leading 2017 rebranding effort

Reflections | Projections 2014 – Media Co-Lead

Committee for the R|P tech conference

- Created the minimalist event logo
- Formulated a print media design language