

# Hao Liu

Software Engineer at Meta Platforms, Inc.

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- Full stack software engineer developing new VR experiences and applications in multidisciplinary organizations.
- Interests: Human-computer interaction, graphics, UI/UX, gameplay, software design.
- Language: Chinese (Native); English (Full proficiency; TOEFL: 116/120; GRE: V162/Q165/W4.0)

## Work

### Meta Platforms Inc.

#### Software Engineer

Burlingame, CA, USA

2021/10 – Present

### Facebook, Inc.

#### Software Engineer

Vancouver, BC, Canada

2020/09 – 2021/10

### Facebook, Inc.

#### Software Engineer

Menlo Park, CA, USA

2017/07 – 2020/05

### Oculus VR System Apps

- Projects: 1st party user applications for Oculus Quest/Quest2.
- Leads React and Android VR application projects in a team of 2-3 engineers. Collaborates with cross-functional partners. Contributes to tooling and process.
- End-to-end: Rapid prototyping; Scoping & Planning; Sprint management; Build & release process; Health & metrics monitoring, etc.

Tools: Android/Java, React/JavaScript, Python, SQL

### AR/VR Experiences

- Projects: **Facebook 360** (GearVR & Oculus Go) and **Facebook Horizon** (Oculus Quest/Rift).
- Created VR experiences with Unity Engine and worked on developer tooling.
- Work involved UI frameworks, gameplay, and graphics.
- Focused on: Rapid prototyping; Profiling & optimization for mobile hardware. • Worked as interviewer, intern mentor and new-hire mentor.

Tools: Unity/C#, OpenGL, Android/Java, Python, SQL, GraphQL

### Amazon LLC

#### Software Development

#### Engineer Intern

Seattle, WA, USA

2016/06 – 2016/09

### Amazon Payments Product

- Project: Credit card verification failure handling system.
- Received 3<sup>rd</sup> Place in Games during Amazon's Global Intern Hackathon 2016, and Silver Medal in Interns Departmental Algorithm & Programming 2016 Summer Games.

Tools: Java (Spring), AWS (SQS, SNS, DynamoDB)

### Peking University

School of Mathematical

Sciences

#### Research Intern

Beijing, China

2015/06 – 2015/09

### Dosimetry Study of Permanent Radioactive Biliary Stent Loaded with I-125 Seeds

- Implemented simulating models, data processing and visualization, under the guidance of Prof. Ming, Jiang ([ming\\_jiang@pku.edu.cn](mailto:ming_jiang@pku.edu.cn)).
- Worked with clinicians from the Department of Oncology, the 3rd Peking University Hospital.

Tools: C#/.NET, MATLAB, MCNP (Los Alamos National Laboratory)

Research article: [http://www.brachyjournal.com/article/S1538-4721\(16\)30334-8/](http://www.brachyjournal.com/article/S1538-4721(16)30334-8/)

## Projects

### Apocashop

HTML5 Game

2016/04 – 2016/06

- A roleplay and tycoon web game built within a group of 3 in two months. ("*Papers, Please meets Lemonade Stand*").
- Responsible for UI/UX, including design, art assets, and VFX & interactions coding.
- Featured on front page of major web-game sites: **Kongregate** (331,000+ sessions, 3.8/5.0) and **Newgrounds** (88,000+ sessions, 4.0/5.0).

Tools: JavaScript (Phaser engine), HTML5, Google Analytics

Link: [http://www.kongregate.com/games/Carsonal/apocashop?href=HP\\_HNG\\_apocashop](http://www.kongregate.com/games/Carsonal/apocashop?href=HP_HNG_apocashop)

### High School Sha

Lua game scripts

2013/09 – 2014/03

- Custom in-game characters in the open source "Legends of The Three Kingdoms" PC board game *Qsanguosha*.

Tools: Lua

Link: <https://github.com/ABigBigWhale/sanbansha>

## Education

### University of

Washington

Seattle, WA, USA

2013/09 – 2017/06

### Bachelor of Science, Department of Computer Science & Engineering

Relevant coursework: Data Abstractions, System Programming, Software Design and Implementation, Data Management, Computer Graphics, Computer Vision, Computer Games Capstone, Artificial Intelligence, Computer Networks, Web Development, Human-Computer Interaction.