

Geoffrey Liu

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EDUCATION

Stanford University

Stanford, CA

B.S., Computer Science and Symbolic Systems

Expected Jun 2030

- Relevant Coursework: Programming Abstractions; Thinking with AI; Great Ideas in Graphics; Linear Algebra, Multivariable Calculus, and Modern Applications; Coding for Social Good

Glenda Dawson High School

Pearland, TX

High School Diploma · GPA 3.96 · SAT 1540

May 2026

TECHNICAL SKILLS

Languages: C++, Python, Java, C#, JavaScript, MATLAB, SQL

Areas: Data Structures, Algorithms, Object-Oriented Programming, Machine Learning, Generative AI, AI Agents, Computer Graphics, Real-Time Systems, Data Analysis, Web Development, AI-Assisted Development

Tools & Environments: Git, Windows, Linux, Unity, Microsoft Office

WORK EXPERIENCE

Research Intern

Mar 2024 – Jul 2026

Baylor College of Medicine

Houston, TX

- Independently designed, developed, and tested a real-time C#/Unity software platform with an interactive GUI across 10+ features, writing 30,000+ lines of production code deployed in a hospital clinical environment.
- Built automated MATLAB pipelines processing 60+ GB of behavioral and neural data across 5,000+ trials; applied statistical analysis and machine learning methods and presented results at the Society for Neuroscience annual meeting.

Instructor

Apr 2023 – Jul 2026

iCode School Franchise

Pearland, TX

- Taught programming and software development to 200+ students across Game Development, Robotics, Competitive Programming, Web Development, and Mobile App Design, demonstrating strong verbal communication and technical instruction skills.
- Developed curriculum, recruited and mentored 17 new instructors, and earned 6 performance-based promotions.

LEADERSHIP

Team Leader, NASA App Development Challenge

Oct 2023 – Dec 2023

- Led a team of 9 developing an interactive application in Java and Unity/C# to visualize lunar terrain, building GUI controls and processing thousands of data points into dynamically rendered 3D meshes.

Co-Founder & Co-President, High School Computer Science Club

Aug 2024 – Mar 2026

- Organized and led 6 teams for HPE CodeWars and UIL competitions; mentored 20+ members and ran weekly technical workshops.

AWARDS & HONORS

USA Computing Olympiad (USACO) Gold Division, promoted with perfect score (2025)

Regeneron Science Talent Search Scholar (top 300 nationally) and International Science and Engineering Fair Finalist (2026)

Co-author, NeuroImage (2025); first-author abstract, Society for Neuroscience (2025)