

Eva Liu

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EDUCATION

University of Washington, Paul G. Allen School of Computer Science & Engineering
Bachelor of Computer Science

Seattle, WA
Graduated January 2025

RELEVANT EXPERIENCE

Center for Reproducible Biomedical Modeling (CRBM)
Software Engineer Lead/Consultant

Seattle, WA
July 2022 – December 2024

- Led development of a browser-based computational biology modeling editor, improving accessibility and usability of tools for designing and editing biological simulation models.
- Owned end-to-end execution (roadmap, sprint planning, delivery), translating research requirements into scalable features for a research-facing software platform.
- Presented research software tools at international conferences (COMBINE, HARMONY), contributing to global collaboration efforts on standards and interoperability in computational biology.
- Co-authored a peer-reviewed *Bioinformatics* publication (Oxford University Press) on the design and implementation of a VSCode extension for Antimony, enabling more efficient authoring and editing of computational models in systems biology. (DOI: 10.1093/bioinformatics/btad753)

PROJECTS

Antimony Web Editor

July 2023 - September 2024

github.com/sys-bio/AntimonyEditor

- Built a React/TypeScript web editor for the Antimony modeling language using Monaco Editor, enabling in-browser systems biology model development for research workflows.
- Implemented core language-processing capabilities for Antimony, including grammar recognition, syntax highlighting, and contextual hover documentation, powering an improved experience for computational modeling.

Vscode-Antimony Vscode Extension

July 2022 - Aug 2023

github.com/sys-bio/vscode-antimony

- Developed core features for a VS Code Antimony extension with 1,000+ users on the Marketplace, expanding accessibility of systems biology modeling workflows.
 - Engineered automated installation pipeline (Python + TypeScript), streamlining onboarding and reducing user setup friction.
 - Designed editor-level features including variable annotations and dynamic rate law insertion via VS Code APIs, improving model clarity and reducing manual authoring effort.
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ADDITIONAL PROJECTS

Blog Platform

2025 - Present

github.com/evaxliu/rice-thoughts

- Designed and developed a content-driven web platform using Next.js, React, and TypeScript with Wisp CMS for structured content management and dynamic rendering.
- Implemented modular page architecture to support reusable layouts and scalable content organization.
- Built initial system for content delivery and rendering with plans to extend functionality with tag-based filtering and discovery features.