









# Jinkua Liu.

## Allen

Research Assistant,  
Wenzhou-Kean University

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-  Zhejiang Wenzhou, China
-  [GitHub](#)
-  [Google Scholar](#)

### LANGUAGE

-  Full English Environment,  
TOFEL IBT 96
-  JLPT N2
-  Native Speaker

### SKILLS

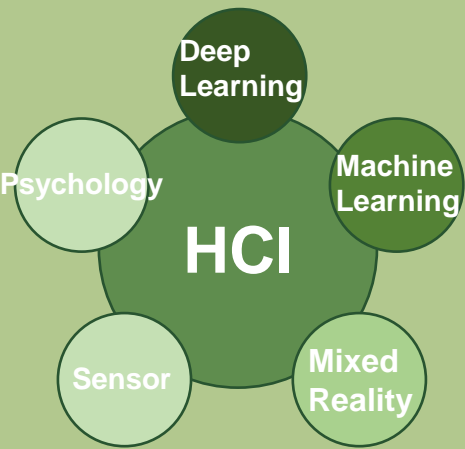
**Programming Language:**

Python, Java, SQL

**Framework & Platform:**

Pytorch, TensorFlow, GymAI,  
Unity, Adobe UX, Blender

### RESEARCH INTERESTS



### Keywords

- CNN
- Photograph
- HCI
- Decision Tree
- AR
- Fashion
- Computer Vision
- Positive Psychology
- SVM
- Fitness
- RL
- Game



### ABOUT

Liu Jinkua is a computer science student who graduated from Wenzhou-Kean university, the first Sino-US university in Zhejiang, China. Currently, he is working at the university as a research assistant for master's program and doctorate program. He is keen on learning about different cultures and their cuisine. His research interests lie in combining HCI with deep learning since he believes in the future the interface should “learn” users rather than users learning the interface.

### EDUCATION

Wenzhou-Kean University 2018 – 2022

- Bachelor of Science in Computer Science
- Minor in Mathematical Science
- GPA 3.473/4.000, Cum Laude, twice Dean's List

### PUBLICATION

Enhanced style transfer with colorization and super-resolution

Jinkua Liu, Hemn Barzan Abdalla et al. (CCISP 2022). IEEE.

### EXPERIENCE

**Research Assistant:** Graduate Education Research Assistant, Wenzhou-Kean University 2022.08 – Present

**Project:** Comparison of Game Reinforcement Learning in Reliability in Progress

**Contest:** COMAP MCM, Gold and Bitcoin investment model by using Multi Period Markowitz Model and GM(1,1) grey prediction model 2022.02

**Project:** AR Storyteller for ASD kids 2022.09 – 2022.12

**Project:** Machine Learning Model to analyze the economy and predict the retail sale in China 2021.09 – 2021.11

**Project:** Research on Sino-Foreign Higher Education Partnerships (Best poster in student research day) 2020.12 – 2021.08

**Project:** Interactive Machine Learning based on Player Behaviors for Better User Experiences: A Preliminary Pilot Study on the Social Playability of the Nintendo Switch During the COVID-19 Pandemic 2021.06 – 2021.08

**Project:** UI design for AR Travel Guide for Wenzhou Wuma Street 2020.09 - 2020.12