

Hongting Liu

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Education

MSc	University College London — Computer Science: Robotics and Computation (Merit) <ul style="list-style-type: none">• Key Modules: Robotic Sensing, Robot Vision, Multi-agent Systems, Applied Deep Learning	Sep 2023 – Jun 2024
BSc	University of Sussex — Computer Science: Artificial Intelligence (2:1 Honours) <ul style="list-style-type: none">• Key Modules: Machine Learning, Computer Vision, NLP, Adaptive Systems, Database Systems	Sep 2018 – Jun 2023

Experience

GROUPME LTD , Software Engineer <ul style="list-style-type: none">• Spearheaded the development of the 'BuyMee go' app, utilising real-time push technology, which augmented user engagement by 20%.• Optimised MySQL database architecture and back-end performance, reducing web-site load times by 30% and enhancing system scalability.• Integrated the Google Translate API, expanding accessibility for English-speaking users and increasing their adoption rate by 30%.	London, United Kingdom Feb 2024 – Jun 2024
Guangdong Excellent Gas Group Investment Co., Ltd , Back-End Engineer <ul style="list-style-type: none">• Designed and implemented the app's back-end architecture with Python and Node.js, improving data integration and query efficiency, reducing response latency by 25%.• Deployed Redis caching for high-frequency queries, significantly improving load times and user responsiveness, contributing to a 15% increase in customer retention.	Guangdong, China Jun 2021 – Sep 2021

Project

Scene Synthesis via AI Prompt Engineering , <ul style="list-style-type: none">• Worked with Groq AI API and optimised the LSDM model to enhance AI-driven scene synthesis based on text prompts. Enhanced training efficiency, contributing to improved AI-generated content.• Enhanced text-to-scene generation by integrating Groq AI API and optimising LSTM pipelines, reducing inference time by 20% and improving generation accuracy.	University College London Jun 2024 – Sep 2024
Sound-Navigation 3D Game with Unity , <ul style="list-style-type: none">• Individually developed a 3D video game using the Unity engine, where players could navigate the game world through sound alone, making the game playable with eyes closed.	University of Sussex Dec 2022 – Apr 2023

Skills

Programming Languages: Python, C#, SQL, JavaScript, HTML
Machine Learning: PyTorch, TensorFlow, OpenCV, AI & Robotics
Tools & Platforms: Unity, ROS, JetBrains, MATLAB, Blender, OBS Studio, Viamaker, Project Management (Agile/Scrum)
Additional Tools & Libraries: scikit-learn, NumPy, Pandas, GitHub Actions, Google Colab