

# Jason Liu

MASTER STUDENT IN COMPUTER SCIENCE SOFTWARE ENGINEERING

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*"Take as many steps backwards to not make a wrong step forward."*

## Summary

I am a dedicated and passionate Master's student in Computer Science at the University of Antwerp, specializing in Software Engineering. My journey in software development began with Arduino and Raspberry Pi projects, which sparked my interest in IoT and the seamless integration of software and hardware. Over time, I have broadened my expertise to include DevOps, Web Development, and Machine Learning.

Driven by a commitment to continuous learning, I am always eager to explore new technologies. I thrive in collaborative environments where I can work closely with others and share knowledge, but I am equally comfortable taking on challenges independently.

## Skills

|                    |  |
|--------------------|--|
| <b>General</b>     | Version control, Automation, Databases, Problem solving, Git, Communication, Machine learning, IoT |
| <b>DevOps</b>      | Docker, CI/CD  |
| <b>Back-end</b>    | RESTfull API, SOAP, Datastructures, FastAPI, PyTorch   |
| <b>Front-end</b>   | React, HTML5, Astro, ShadCN  |
| <b>Programming</b> | Node.js, Python, JAVA, LaTeX, C++, Assembly, Rust, TS/JS, Arduino                                  |
| <b>Office</b>      | Office 365, Google Docs, Typst   |
| <b>Electronics</b> | Fusion360, Eagle, TinkerCAD  |
| <b>Languages</b>   | Dutch (native), English (fluent), Chinese (basics)   |

## Projects

### Digital twin of a city

FULL-STACK DEVELOPER

- I took the role as a full-stack developer in a team of 20 divided in 5 subteams. I helped leading the teams and making sure the project was on track. I also helped leading my own team and making sure our separate goals were met.
- Backend development with Python and fastAPI. Developing the interaction between external APIs and the internal software.
- Frontend development with React. I helped developing some frontend components and making sure the frontend was user-friendly.
- I also helped with testing the software and making sure the software was bug-free.

### ASL recognition software

AI ENGINEER

- I took the role as an AI engineer in a team of 3. I was responsible for the development of the AI model. I was also held responsible with the role as the project owner.
- I helped during the training steps with my colleagues and made sure the model was trained correctly.
- This project was a 6 month research project for small subset of the american sign language.

### C Compiler

COMPILER DEVELOPER

- I took the role as a compiler developer in a team of 2. I was responsible for partial development of the compiler.
- We build this compiler using Python and Antlr and we build the compiler for a subset of the C language.
- The compiler converts the C code to LLVM and Mips assembly code.

## Work Experience

### Dematic, Kion Group

Antwerp, Belgium

SOFTWARE DEVELOPER

Jul. 2024 - Aug. 2024

- Miscellaneous tasks
- I helped cleaning up the git repository. I also moved branches from one repository to another.
- Made small tools to help tracking the git repository, to prevent old branches from being forgotten, this was done making use of docker and Python.
- I also helped with some minor development tasks, like making a tool for patching configurations.

## Geninc

SALES AND RECRUITER

- Door to Door sales
- I was responsible for selling Hello Fresh subscriptions.
- I also needed to recruit new sales people.

Antwerp, Belgium

Jul. 2023 - Sep. 2023

## A.S. Adventure

RETAIL EMPLOYEE

- I mainly worked in the travel department, where I was responsible for selling travel gear.
- I informed people about the products and helped them with their choice.
- I was also responsible for keeping the department clean and organized. I also had to make sure the products were in stock.

Lier, Belgium

Jul. 2021 - Aug. 2022

## Local farmer

SELLING STRAWBERRIES

- Selling strawberries
- Informing customers about the strawberries and keeping the stand clean.

Herentals, Belgium

Jul. 2018 - Aug. 2021

## De Wijngaard

KITCHEN EMPLOYEE

- Taking orders of customers and serving them.
- I was also responsible for helping frying the fries and snacks.

Herentals, Belgium

Jan. 2017 - Jan. 2022

# Education

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## University of Antwerp

MASTER SOFTWARE ENGINEERING

Antwerp, Belgium

2024 - present

## University of Antwerp

BACHELOR COMPUTER SCIENCE

- Mathematics, Algorithms, Datastructures, Software engineering, Web development, Machine learning, Computer networks, Databases, Operating systems, Computer architecture, Compilers, Security, IoT, DevOps, Project management

Antwerp, Belgium

2021 - 2024

## kOsh Schepperstraat

ELECTRICITY AND ELECTRONICS

- Arduino, Electronics, PLC, Automation, 3D printing, Fusion360, Eagle, TinkerCAD

Herentals, Belgium

2017 - 2021