Jason **Liu**

MASTER STUDENT IN COMPUTER SCIENCE SOFTWARE ENGINEERING

Pannenhuisstraat 331, 2500 Lier, Belgium

📱 (+32) 471-049-111 | ✉ liujason2003@gmail.com | 🎂 December 29th, 2003 | ⌨ JasonLiu1229 | in JasonLiu-031229LJ | Ⓜ @liujason2003

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

Summary

I am a Master's student in Computer Science at the University of Antwerp, specializing in Software Engineering. With a strong foundation in programming, my journey began with Arduino and Raspberry Pi projects, igniting my passion for IoT and the integration of software and hardware systems. Over time, I have expanded my expertise to include DevOps, Web Development, and Machine Learning.

My early fascination with logic systems was sparked by working with Redstone in Minecraft, leading to a continuous pursuit of knowledge in the field. I am highly driven by the desire to learn and apply cutting-edge technologies, both in collaborative teams and independent projects. Skilled in problem-solving and always seeking to push the boundaries of innovation.

Education

University of Antwerp
Antwerp, Belgium

MASTER SOFTWARE ENGINEERING
2024 - present

- Specialization in Software engineering. Courses that focus more on making well defined and structured software.
- We learn new practices and methodologies to make sure the software is as good as possible.

University of Antwerp
Antwerp, Belgium

BACHELOR COMPUTER SCIENCE
2021 - 2024

- Learning the essentials of computer science. The focus is more on learning basic concepts for building well defined software.
- Some skills I learned: Web Development, DevOps, Machine Learning, Databases, Algorithms and Data Structures, Project managment

kOsh Schepperstraat
Herentals, Belgium

ELECTRICITY AND ELECTRONICS
2017 - 2021

- Learning the basics of electricity and electronics. The focus is more on learning how to build and combine different components to make a working system.
- We also learn how to design and build electronic systems. This includes learning digital and analog electronics.

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
Antwerp, Belgium

SALES AND RECRUITER
Jul. 2023 - Sep. 2023

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

Holiday Job Experience

A.S. Adventure
Lier, Belgium

RETAIL EMPLOYEE
Jul. 2021 - Aug. 2022

- 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.

Local farmer

SELLING STRAWBERRIES

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

De Wijngaard

KITCHEN EMPLOYEE

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

Skills

General	Version control, Automation, Databases, Problem solving, Git, Communication, Machine learning, IoT
DevOps	Docker, CI/CD
Back-end	RESTfull API, SOAP, Datastructures, FastAPI, PyTorch
Front-end	React, HTML5, Astro, ShadCN
Programming	Node.js, Python, JAVA, LaTeX, C++, Assembly, Rust, TS/JS, Arduino
Office	Office 365, Google Docs, Typst
Electronics	Fusion360, Eagle, TinkerCAD
Languages	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 devided 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 seperate 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 alsed 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.