

John Liu

✉ liuyuhengs@gmail.com | ☎ (403) 383-6907 | 🌐 JohnLiu | in John Liu | 🌐 Portfolio

Education

University of Waterloo

2021 – 2022

Master of Engineering – MEng, Electrical and Computer Engineering
Specialization in Artificial Intelligence and Machine Learning

University of Waterloo

2015 – 2020

Bachelor of Applied Science – BAsC, Honours Mechanical Engineering (With Distinction)

Skills

Languages Python, C++, SQL, JavaScript/TypeScript, HTML, CSS, MATLAB

Libraries/Tools PyTorch, TensorFlow, Keras, Scikit-Learn, Node.js, React, AWS, GCP, Docker, Kubernetes, Git, Linux

Experience

MIT-PITT-RW (MIT Driverless) | Software Engineer

July 2022 – Present

- Created an application to generate vehicle race lines for an autonomous racecar which enabled self-driving attacking and defending maneuvers at 150mph+ for various Indy Autonomous Challenge (IAC) competitions
- Race lines created using Python by calculating cubic spline representation of track waypoints and further curvature optimization to return smoother lines allowing for higher vehicle speeds and used Plotly to create an interactive plot UI for ease of use
- Developed collision checking and path cost functions scripts as part of vehicle path prediction controller using C++ resulting in better autonomous pathing decisions

Wyheng Technologies Ltd. | Software Developer

Sep 2020 – Aug 2021

- Developed scripts in Python to automate and streamline performance calculations of various oil and gas piping equipment allowing for preliminary sizing calculation work to be done significantly faster
- Used Pandas and openpyxl libraries to aggregate and sort oil and gas production data allowing for easier data analysis leading to increased workover operations productivity
- Tested existing software for bugs and performance, fixing bugs and revamping code to increase performance speeds by up to an additional 20%

Nytrix Ltd. | Product Development Engineering

Jan 2018 – Apr 2018

- Wrote a program using VBA to simulate touch screen performance and cost metrics which lead to the realization of a more cost-efficient solution allowing for more than a 50% cost reduction by using alternative components
- Developed a script to streamline company design procedures by automating product and CAD model revision change records
- Used SolidWorks macros to automate some 3D CAD modelling allowing for quick revision design changes of touchscreen enclosures

Projects

MLOps End-to-End: Mini GPT (Pytorch, Streamlit, Docker, Kubernetes (GKE), Google Cloud Build)

Feb 2023 – Apr 2023

- Designed and built a GPT model with over 200,000 parameters from scratch using a bigram language model capable of returning contextually generated text based on user input using Pytorch
- Created a chatbot web app from the GPT model using Streamlit which accepts a user input and returns a response like ChatGPT
- CI/CD through containerized deployments to GCP Kubernetes Engine and automatic build integration using Cloud Build triggers

Slime Artificial Life Simulation (NumPy, SciPy, Pillow)

Nov 2022 – Dec 2022

- Used Python to create a swarm intelligence simulation to mimic the growth and development of slime mold
- Simulation created by defining thousands of agents controlled independently through a simple set of rules to interact using the principle of stigmergy resulting in the spontaneous emergence of organic behaviours and patterns
- Post processing using the Pillow library to allow for smooth visualization of the simulation even with low hardware specifications

Sentiment Analysis on Movie Reviews (Pytorch, Scikit-learn, Pandas, NumPy)

June 2022

- Developed and trained an NLP model to predict and differentiate positive and negative movie reviews with high accuracy (87%)
- Preprocessed data using Bag of Words before using a Word2Vec approach to train a custom designed neural network using Pytorch
- Additional image classification on various data sets using custom CNNs and data analytics using Scikit-learn to perform PCA, K-means clustering, DBScan, and T-SNE