



becky-liu / data-engineer

I am a Data Engineer with experience in data mining, cleaning, building Machine Learning models and developing tools for data projects. In my previous career I worked in design for mobile adTech and the gaming industry as a brand guardian and art director for data driven playable adverts.

I am currently studying a Masters in Computer Science focusing on Data Analytics working on healthcare data projects using Python libraries: Matplotlib, scikit-learn, NLTK, seaborn, Pandas, Numpy.

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% skills — ☐

Programming

Python(Jupyter Notebooks, Spark), Java, HTML/CSS (SASS, Grid, Flex-box, Bootstrap), Javascript, C, SQL, Automation (Selenium)

Tools

WordPress, Photoshop, Illustrator, Adobe XD, After Effects, Indesign, Sketch

Soft Skills

Fast learner, out-the-box thinker, self-motivated, adaptable, positive, collaborative and able to talk tech to non-techies.

% hobbies — ☐

Blogging: WordPress personal blog for tutorials on tech and web management houseninetwo.com

Volunteering: computer teacher for The Association of Jewish Refugees gained skills teaching over 80s.

Arts & Crafts: painting, sewing, making, baking anything off-screen! instagram.com/bexacreats

Fitness: building strength for callisthenics/ gymnastics.

% education — ☐

Master of Science in Computer Science (Data Analytics)

University of York / Sep'20 - Present

Completed modules: Algorithms & Data Structure, Advanced Programming, Big Data Analytics, Software Engineering.

Bachelor of Arts in Graphic Design

University of Southampton / 2011 - 2013

% past-projects — ☐

Behaviour Risk Assessment

Using Machine learning models Naives Bayes, Decision Tree in WEKA to classify obesity for BRFSS subjects.

Diabetes Dataset

Clean and prepare data to use for ML to predict 30 day readmission for diabetes patients.

Data Cleaning Tool

Built a tool in Python to import, clean, wrangle, visualise dataset then export to JSON.

[Click For Portfolio](#)

% work-history — ☐

Three Sixtee, Marketing Agency / Jan'21 - Present

As brand guardian I am responsible for all visual communications for omni-channels, concepts for digital projects and I manage freelancers.

Vungle, Mobile adTech / Sept'18 - July'20

As Visual Designer I storyboarded playable adverts, art direct developers, re-skinnded phaserJS games, video edited in after effects, conducted workshops to streamline design process was brand guardian for all visual comms for marketing.

[View full history >](#)

Start>

CV

linkedin.com/in/rebekahliu

References upon request