Xinzhuo Liu

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EDUCATION

Northeastern University	**Boston, USA**
Master of Science in Information Systems	*Sep. 2021 - Jul. 2023*

Relevant Courses: Smartphones-Based Web Development (IOS), Web Development Tools & Methods, Web Design/ User Experience Engineer, Big-Data System Engineer Using Scala, Data Management and Database Design, Cryptocurrency/Smart Contract

Jilin University	**Jilin, CHN**
*Bachelor of Science in Information and Computing Science	Bachelor of Arts in English*	*Sep. 2017 - Jun. 2021*

WORK EXPERIENCE

IpserLab Inc.	**Mountain View, USA**
Software Engineer Intern	*Sep. 2022 – Dec. 2022*

- Designed company's website using **Figma** to improve readability and viewability, resulting in a more user-friendly interface
- Leveraged **Axios** and made HTTP requests with parameters using **JavaScript** from browser to server
- Conducted in-depth code review of backend code to identify and to extract relevant code to be used in APIs

PROJECTS

Dutch Auction Smart Contract	TypeScript, Solidity, Hardhat, IPFS, UniswapV2	**Boston, USA**
Independent developer	*Jan. 2023 – May. 2023*

- Implemented Dutch Auction contract with **Solidity** and tested it through **Hardhat** with over 90% test passing rate
- Hosted UI through **IPFS** so that it can be accessible by anyone through IPFS URL
- Deployed the decentralized app on a **Sepolia** test net
- Tested the contracts in **UniswapV2** through **Foundry** with over 95% test passing rate

CryptoX IOS App	Swift, SwiftUI, OpenAI, Firebase	**Boston, USA**
Team member	*Apr. 2023 – May. 2023*

- Developed an IOS app with chatbot to show users real-time cryptocurrency prices and to answer users' questions using **SwiftUI** and **OpenAI API**
- Stored the downloaded cryptocurrency prices and user holdings with **Core Data** and **File Manager**
- Used **Firebase** to store the messages between users and chatbot and users' info to implement user login and logout

User Management System	Java, Spring, AWS, Hibernate, JavaScript, React	**Boston, USA**
Independent developer	*Dec. 2022 – Jan. 2023*

- Designed a server-side, database oriented user management web application in **Spring MVC** framework
- Utilized the **Ant Design** framework to develop user-friendly backend web pages
- Deployed a **PostgreSQL** database using **Docker** for local development and testing purposes
- Created a **CI/CD** pipeline to automate project updates on **AWS Beanstalk** and integrated with Slack to provide real-time notifications, enhance team communication and collaboration throughout the process
- Employed unit testing methodologies to conduct comprehensive testing of the project, ensuring robustness and accuracy of the code; leveraged the **H2** database for integration testing

Game Recommendation System	Scala, SwaggerUI, MongoDB	**Boston, USA**
Team member	*Mar. 2022 – May. 2022*

- Designed a game recommendation system using **Scala** and integrated with **Spark** to process large-scale data sets
- Utilized **MongoDB** using GUI to store and manage records in a scale of over 100k
- Implemented an integration framework consisting of Swagger UI and Scala to visually document and mange APIs and to reduce deployment time

SKILLS

- Programming Languages: Java, JavaScript, Scala, Swift, Python, Solidity, MATLAB, TypeScript, Rust
- Web Technologies: AWS (AWS Cloud Practitioner Certification), SwiftUI, HTML5, CSS, SASS, REST API, React
- Databases: MySQL, MongoDB, Microsoft SQL Server, PostgreSQL
- Tools & Service: Docker, IntelliJ, NetBeans, Eclipse, Visual Studio Code
- Version Control: Git, GitHub
- Hobbies: Hip-hop, Basketball, Piano, Guitar