

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 | Minor Degree: Bachelor of 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

Institute of Computing Technology, Chinese Academy of Sciences

Beijing, CHN

Research Assistant

Dec. 2020 – Mar. 2021

- Utilized C++ and MATLAB to implement and analyze **Principal Component Analysis** (PCA) and **Linear Discriminant Analysis** (LDA) algorithms, comparing their feature extraction capabilities for effective classification
- Extracted facial features from a database of more than 500 facial images (ORL database) for face recognition purposes
- Used a neural network model to perform facial recognition on new, unseen images, achieving 90% accuracy

PROJECTS

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 manage APIs and to reduce deployment time

Realtime Chat App (Full Stack) | JavaScript, React, MongoDB

Boston, USA

Team member

Oct. 2021 – Dec. 2021

- Developed a Node.js **Express**-based backend for a social media platform by implementing a **REST API** and leveraged **MongoDB** models and **Node.js** routers to create a robust and efficient infrastructure
- Designed and developed responsive web pages using **Bootstrap**, incorporating advanced features such as the grid system, typography, and forms to achieve optimal viewing and usability across different devices and screen sizes
- Leveraged **Socket.io** to implement real-time chat functionality, enabling seamless communication between users with a rapid response time of less than 10ms

SKILLS

- Programming Languages: Java, JavaScript, Scala, Swift, Python, Solidity, MATLAB, TypeScript
- 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