

Xinzhuo Liu

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EDUCATION

Northeastern University

Master of Science in Information Systems

Boston, USA

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

Bachelor of Science in Information and Computing Science | Minor Degree: Bachelor of English

Jilin, CHN

Sep. 2017 - Jun. 2021

WORK EXPERIENCE

IpsierLab Inc.

Software Engineer Intern

Mountain View, USA

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
- Configured a local **PostgreSQL** database using pgAdmin for testing purpose

Institute of Computing Technology, Chinese Academy of Sciences

Research Assistant

Beijing, CHN

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

Independent developer

Boston, USA

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

Team member

Boston, USA

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

Team member

Boston, USA

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