Anthony Liu

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Objective

To improve my skills and learn new innovative technologies in the field of Computer Science.

Areas of Interest

Machine Learning, Artificial Intelligience, Data Analysis

Education

2015–Present
GPA 3.9

Computer Science in the School of Engineering
University of Michigan, Ann Arbor

Courses Completed

- Data Structures and Algorithms
- Programming and Introductory Data Structures
- Discrete Math

Courses Enrolled In

- Artificial Intelligence
- Computer Security
- Computer Organization

Skills

- **Languages** SQL, C++, Python, Javascript, Haskell, Matlab, PHP, HTML, CSS
- **Databases** MySQL
- **Others** GIT, Apache Web Server, Linux/Unix/Windows

Work Experience

2016 June–Present

University of Michigan
Research Assistant
Ann Arbor, MI

Working under Dr. Walter Lasecki of University of Michigan on real-time text annotation for the IBM Sapphire project. The annotation application, Textanno, was developed using Meteor JS. Users can create and modify labels to highlight excerpts of text. Highlights respond to the server in real time so users can also highlight text collaboratively. Features of the tool can be configured to make cooperative tagging more efficient.

Projects

2013-2014

A Social Sensing approach Air pollution in the US
In collaboration with Dr. Pang-Ning Tan of Michigan State University, 170 million tweets were streamed from Twitter from December 15th 2013 to April 1st 2014 and stored in a MySQL DB to analyze the relationship between Air pollution and tweets. A website created with PHP, html, and javascript was used to analyze and visualize the data retrieved. Tweets could be searched by keyword and graphed by occurence over time, along with tweet sentiment over time. Tweets could also be visualized using Google Maps, mapping tweets with certain keywords to the location they were created.

2014

Carvelution - Generating 2d cars with genetic algorithms
Simulated 2d cars in C++ with SFML and Box2d physics engine. Cars are configured using 20 gene traits, changing the overall shape of the car, number of wheels, size of wheels, and the color of the car. New generations of cars are generated by interspersing and mutating genes of the best performing cars from previous generations.

2016

WolverineSynth - A complex Music Synthesizer GUI written in Matlab.
WolverineSynth is a synthesizer where users can create music notes and chords using a simple GUI. A rich variety of music can be produced using multiple built-in envelopes, filters, and instruments configured using frequency modulation.

Honors

- **Dean's List** - Fall 2015 and Spring 2016 at the College of Engineering at University of Michigan
- **Valedictorian** - Okemos High School, Okemos, MI