

JINSEN (JASON) LIU

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Education

New York University

Bachelor of Science in Computer Science and Data Science, minor in Business Studies

Coursework: Object Oriented Programming, Algorithms, Operating Systems, Data Structures, Applied Internet Technology (Full stack Development), Artificial Intelligence, Natural Language Processing, Database Management, Calculus, Discrete Mathematics, Linear Algebra, Micro/Macroeconomics, Accounting

Experience

Scale AI

Software Engineer For AI

Ongoing

New York City, NY

- Conducted comprehensive evaluations of AI-generated code quality, accompanied by detailed and insightful rationales
- Engineered and implemented efficient, high-performing code solutions to complex programming challenges

New York University

Teaching Assistant

Sept 2023 – Dec 2023

New York City, NY

- Evaluated homework submissions for students enrolled in NYU's CS-UA 101 Intro to Computer Science
- Conducted virtual supplementary tutoring sessions via Zoom for students seeking assistance

Huaxi Securities Co., Ltd.

Software Engineering Intern - Web Application Team

June 2023 – Aug 2023

Chengdu, Sichuan

- Enhanced website stability through the implementation of End-to-End (E2E) testing using cypress for services
- Documented API for comprehensive reference and streamlined processes

The High School Mathematical Contest in Modeling (HiMCM)

Honorable Mention, Team Member

Nov 2020

New Brunswick, NJ

- built algorithm for calculating priority of Funding Biodiversity Conservation based on Taxonomic Uniqueness, Feasibility of Success and Year “n” cost using C++ and LaTeX
- Ranked top 7% among 862 international competing teams

Projects

Lobster AI | *NextJS, Vercel, Prisma ORM, MongoDB, Tailwind CSS, CI/CD*

Ongoing

- An open-source lobster themed AI SaaS platform that supports chat, code, music, image, and video generation features
- Developed and deployed using the NextJS framework and Vercel
- Established a data pipeline to identify user subscriptions and rate limits users from spamming
- Visit: lobster-ai.vercel.app/ | Repo: github.com/jsl1114/Lobster-AI

Terminal Website | *HTML, advaced CSS, JavaScript*

Apr 2024

- Designed and implemented an intuitive web user interface mimicking a terminal environment that responds to user typed commands
- Utilized HTML for structuring the content, CSS for styling and layout design, and JavaScript for interactive features
- Visit: jsl1114.github.io/terminal_website | Repo: github.com/jsl1114/jsl1114.github.io/tree/main/terminal_website

Technical Skills

Languages: Python, JavaScript (ES6, ES5), TypeScript, Java, C, HTML/CSS, SQL, L^AT_EX

Developer Tools: VS Code, Google Cloud Platform, Bash, Git, Vim

Technologies/Frameworks: AWS, ReactJS, NextJS, VueJS, Vercel, PostgreSQL, MongoDB, TensorFlow, PyTorch

Certificates / Community Involvements

FullStack Open | [*certificate*](#)

Jan 2023 – Sept 2023

- University of Helsinki's modern web application course focused on building single page applications with ReactJS that use REST APIs built with Node.js or GraphQL

RISE Against Hunger

Sept 2020 – May 2022

- Participated in meal packaging events that prepare healthy, balanced meals for children in underrepresented areas