

JINSEN (JASON) LIU

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Education

New York University

Sept 2022 - June 2026 (expected)

Bachelor of Computer Science and Data Science

• **Relevant Coursework:** Object Oriented Programming, Algorithms, Operating Systems, Data Structures, Applied Internet Technology (Full stack Development), Artificial Intelligence, Natural Language Processing

Rutgers Preparatory School

Sept 2020 - June 2022

High School Diploma

• **GPA: 4.4/4, Honors with Distinction**

Experience

Huaxi Securities Co., Ltd.

Chengdu, China

Software Engineering Intern - Web Application Team

June 2023 - Aug 2023

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

New York University

New York, NY

Teaching Assistant

Sep 2023 - Dec 2023

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

BUGS @ NYU

New York, NY

Engineer, Software Engineering Team

Sep 2022 - Ongoing

- Contributed to the NYU CS wiki website, a project that helps students identify resources to further their education and career, using the **ReactJS** framework

The High School Mathematical Contest in Modeling (HiMCM)

New Brunswick, NJ

Honorable Mention

Nov 2020

- built algorithm for calculating priority of Funding Biodiversity Conservation based on Taxonomic Uniqueness, Feasibility of Success and Year "n" cost using **C++** and **LaTeX**

Selected Projects

Lobster AI | *NextJS, Prisma ORM, MongoDB, Tailwind CSS*

Full Stack AI SaaS platform

[Visit](#) [Repo](#)

- Developed and deployed an open-source lobster themed AI SaaS platform
- Supports **chat, code, music, image, and video generation** features, utilizing **APIs** from Open AI and Replicate

Terminal Website | *HTML, Advanced CSS, JavaScript*

Interactive Terminal-like Portfolio Website

[Visit](#) [Repo](#)

- Implemented a sleek and intuitive user interface mimicking a terminal environment, providing a unique and engaging user experience.
- Utilized HTML for structuring the content, CSS for styling and layout design, and JavaScript for interactive features and functionality.

Languages and Technologies

- JavaScript, TypeScript, Python, Java, C, C++, HTML, CSS, LaTeX
- React.js, Next.js, Vue.js, MySQL, PostgreSQL, MongoDB, TensorFlow, AWS, Bash, Git, Docker