Liu Mingyu

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EDUCATION

Nanyang Technological University, Singapore   EXPECTED JULY 2020
Bachelor of Engineering in COMPUTER SCIENCE
NTU President Research Scholar
▶ *Current project: "Reconstruct 3D Model from Image through Accurate Edge Detection"*
NTU Science and Engineering Undergraduate Scholarship
Expected First Class Honours | GPA: 4.56/5.00

Linchuan No.1 Middle School (High School), China   MAY 2015
Achieved top 5% in overall grades out of over 2000 students

VOLUNTEER EXPERIENCE / EXTRA-CURRICULAR ACTIVITIES

Peer Coach   SEPT 2017 - PRESENT
NANYANG TECHNOLOGICAL UNIVERSITY, SINGAPORE
- Selected as Peer Coach based on outstanding academic performance.
- Helping students under Academic Probation overcome academic challenges.

Teaching Assistant   FEB - APR 2017
SATURDAY KIDS, SINGAPORE
- Assisted the instructor in managing classes of 15 children (age of 10 to 13).
- Helped students understand Python concept and elementary computational theories.
- Mentored students with coding exercise and assignments.

Project Leader   FEB - MAY 2016
SERIVCE LEARNING PROJECT AT MARYMOUNT CENTRE, SINGAPORE
- Led a team of 6 students to propose and implement the Service Learning Project.
- Established cooperation with Marymount Centre.
- Arranged meetings with team members and Marymount Centre.
- Successfully organized a 4-hour Chinese Culture event for 11 kids and received positive feedbacks.

PROJECTS EXPERIENCE

Sports (Android, teamwork)   IN PROGRESS
An Android application. Features include instant messaging, forming sports team and posting game information. Firebase is used to provide backend service such as databse and user authention.

PuzzleSolver (Java, individual)   FEB 2017
A program to solve 8-puzzle problem using the A* search algorithm. With the GUI created using JavaFX, it has become a mini-game which allows user to select a picture to customize the puzzle background, shuffle puzzle blocks and solve the puzzle.

Travel Agent (Python, teamwork)   OCT 2016
A backend telegram bot program that provides information for travellers, such as airlines informationand airbnb. Python libraries used: *Request, Telepot, BeatifulSoup4* and *Skyscanner API* which is used to get information from Skyscanner.

SCHOLARSHIPS AND ACHIEVEMENTS

Greedy Algorithms, Minimum Spanning Trees, and Dynamic Programming *(Coursera online)*   OCT 2017

Graph Search, Shortest Paths, and Data Structures *(Coursera online)*   APR 2017

PRC SM2 Scholarship offered by Ministry lf Education, Singapore   MAY 2015

TECHNICAL SKILLS AND ADDITIONAL INFORMATION

Languages: Java, Python, C, SQL

Tools: LaTeX, Git, JavaFX, Firebase, Android Studio

Interests: reading, hiking, running, travelling, piano playing