MENGYUAN LIU

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EDUCATION

Northeastern University (NEU)   **San Francisco, CA**

Align MS in Computer Science   *Jan. 2023 – Present*

- GPA: 4.0/4.0   Award: Graduate Dean's Scholarship
- **Relevant courses:** Data Structure, Discrete Mathematic, Intensive Foundation of CS

Northeastern University (NEU)   **Boston, MA**

Master of Public Administration   *Sep. 2019 – May 2021*

- GPA: 3.9/4.0   Award: Public Service Scholarship
- **Relevant courses:** Machine Learning, Statistical Analysis

Nankai University (NKU)   **Tianjin, China**

Bachelor of Law in Sociology   *Sep. 2015 – Jun. 2019*

- GPA: TOP 5%   Award: 2019 Excellent Graduation Dissertation
- **Relevant courses:** Advanced Mathematics, Probability and Statistics

Online Courses:

- **Foothill College:** Object-Oriented Programming in C++, Intermediate Software Design in C++
- **Umass Global:** Linear Algebra
- **Coursera**: Introduction to Data Science in Python, Programming Foundations with JavaScript, HTML and CSS

INTERNSHIP

Software Development Internship at Boying Technology Inc.   **Tianjin, China**

Mentor: Chunlei Li   *Apr. 2022 – Nov. 2022*

- Upgraded government affairs service platform using Java.
- Implemented a decoupled architecture platform structure by leveraging SSM, Spring Boot, and Vue.js3.

PROJECTS

MovieGenius: Movie Discovery, Rating, and Recommendation   **Jan. 2023 – Apr. 2023**

Advisor: Prof. Lionelle Albert, NEU

- Built a movie recommender featuring search functionality, details display, and personalized recommendations.
- Held the recommender as a RESTful API using Flask in Python.
- Designed and implemented 5 user-friendly webpages using HTML for seamless navigation.
- Utilized CSS to enhance the visual appeal of the website and its contents.
- Implemented JavaScript to improve webpage interactivity and enhance user engagement.
- Integrated IMDB, OTT, ChatGPT 3.5, and UMDB as backend, enabling various web functions and providing a comprehensive movie-related experience.

League of Legends Winner Predictor   **Jun. 2020 – Aug. 2020**

Advisor: Prof. Martin Schedlbauer, NEU

- Participated in Kaggle League of Legends Winner Prediction challenge.
- Preprocessed data and rejected outliers using DBSCAN algorithm in R.
- Implemented the principal component analysis (PCA) technique to address multicollinearity issues.
- Trained and predicted the winner using various algorithms, including ANN, KNN, SVM, and GLM.
- Interacted multiple models by weighting the predictions from multiple models.
- Evaluated the accuracy of models using Confusion Matrix and ROC curve.
- Launched the estimator using an interactive dashboard on Shiny to enhance user experience.

SKILLS

- Languages: Python, C++, R, Java, JavaScript
- Frameworks/Technologies: Git, Flask, SSM, Spring Boot, Vue.js3