Xingbang Liu

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pages

in Xingbang Liu
○ liux2
🌐 xingbangliu.io

courses

- Principles of Computer Organization
- Data Analytics
- Algorithm Analysis
- Artificial Intelligence
- Discrete Structures
- Compiler Development
- Foundations of Psychology
- Human Social Behavior
- Research Methods in Psychology
- Sensation and Perception

languages

Java, Python, R, C, MIPS, JavaScript, HTML

tools

Adobe Creative Suite, LaTeX, Git, (Ba)sh, Linux/GNU, Office Suite

gpa

Major: 3.513
Overall: 3.283

awards

Cupper Scholar

Alden Scholar

interests

artificial intelligence (recommendation system and natural language processing), software development

experience

Creative Technologist (internship) — Chengdu AIUX Studio
May 2019 – Aug 2019
Creative technologist internship
- Developed an application to visualize speeches and convert speech to plain text for further analyze and visualization
- Deployed GitLab and Seafile to server
- Trained a conversational agent using seq2seq for use by designers
- Reseached animal identity recognitoin system
- Tools utilized: *Python, Java, Processing, Seq2seq, GitHub, GitLab, Markdown, Docker, Sketch, Kactus, Arxiv*

International Admissions Assistant — Allegheny College
Feb 2018 – May 2019
Student assistance and social media
- Managed College social media platforms
- Posted necessary information
- Tools utilized: *WeChat, Weibo, Instagram, Twitter*

Research Assistant — Allegheny College
May 2018 – Aug 2018
Python NLP application
- Developed and enhanced an application to select information from interview records for MyMeadville organization
- Tools utilized: *Python, Numpy, NLTK, Pytextrank, scikit-learn, GitHub, LaTeX, Markdown*

projects

Simple Music Suggestion System — Semester Final Project
Apr 2018 – May 2018
A Java project for data structure practice
- Implemented the DailyMix, MySong, and SortList functions based on existing suggestion systems.
- Tools utilized: *Java, GitHub*

US Mass Shooting Data Analysis — Semester Final Project
Nov 2017 – Dec 2017
A R language project for practice purpose
- Visualized the data by geological information, age information, and mental health state information. Analysis explored connections between age andmental health states.
- Tools utilized: *R, Kaggle, GitHub*

Texas Hold'em Poker Game — Semester Final Project
Mar 2017 – Apr 2017
A Java program for data structure practice
- Implemented the game by using data structures, such as array list and stack, to make basic functions of the game.
- Tools utilized: *Java, BitBucket*