Xingbang Liu

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pages

in Xingbang Liu
liux2
xingbangliu.io

interests

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

courses

- Principles of Computer Organization
 - Data Analytics
 - Algorithm Analysis
 - Artificial Intelligence
 - Discrete Structures
- Compiler DevelopmentFoundations 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: 3.230

awards

Cupper Scholar Alden Scholar

experience

May 2019 – Aug 2019 Creative Technologist (internship)

Creative technologist internship

• Developed an application to visualize speeches and convert speech to plain text for further analyze and visualization

Chengdu AIUX Studio

Allegheny College

Allegheny College

Semester Final Project

Semester Final Project

- · Deployed GitLab and Seafile to server
- Trained a conversational agent using seq2seq for use by designers
- Researched animal identity recognition system
- Tools utilized: *Python, Java, Processing, Seq2seq, GitHub, GitLab, Markdown, Docker, Sketch, Kactus, Arxiv*

Feb 2018 - May 2019 International Admissions Assistant

Student assistance and social media

- · Managed College social media platforms
- Posted necessary information
- Tools utilized: WeChat, Weibo, Instagram, Twitter

May 2018 – Aug 2018 Research Assistant

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, LTFX, Markdown*

projects

Apr 2018 – May 2018 Simple Music Suggestion System

A Java project for data structure practice

- Implemented the DailyMix, MySong, and SortList functions based on existing suggestion systems.
- · Tools utilized: Java, GitHub

Nov 2017 - Dec 2017 US Mass Shooting Data Analysis

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 and mental health states.
- Tools utilized: R, Kaggle, GitHub

Mar 2017 – Apr 2017 **Texas Hold'em Poker Game**

s Hold'em Poker Game Semester Final Project

- 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