

Luxi Liu

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Education

Mathematics MSci Imperial College London Sept 2015 – July 2019

- First Class Honours (4.0 GPA equivalent) in Bachelor's and Master's

Experience

Software Engineer II (L5) Amazon Ring July 2022 – Present

- Productionizing **multi-modal AI models** for **10+ million Ring devices** as part of Cloud Computer Vision team
- Designed and delivered code and infrastructure for industry-pioneering **AI search feature** allowing customers to smart search through images (avg latency of <500ms)
- Developed key media services trafficking O(100k) TPS in images and videos. Experienced in **designing, implementing and maintaining large-scale systems**
- Led design and development of **complex dynamic rate-limiting feature**, improving battery efficiency by 0.9% per charge cycle for ~4 million devices
- Collaborated across ten teams to **transform overall backend architecture** from event-based to time-based
- **Led onboarding and 1-to-1s** for three junior engineers

Technologies used: Golang, Python, Java, Terraform, AWS, Redis, Jenkins, Grafana

Software Engineer Hook Co Oct 2021 – May 2022

- Founding engineer for a start-up building a CRM data insights platform. Developed features and ETL pipelines to integrate with customers' live data sources
- Designer and lead developer on an Outreach integration feature, allowing automatic email outreach in response to changes in live product data
- Built a predictive binary classification model for customers to target accounts at risk of churning and suggest useful actions

Technologies used: Python, SQL, react JS, Flask, AWS, DataDog

Data Consultant

Peru Consulting

Sept 2019 – Sept 2021

- **Data Architect at NHS Digital:** Designed pilot metadata pipeline for Health Education England, **offering potential cost savings of £500MM per annum**
- **Data Analyst for commercial bank:** Built a regression model in R using an internal database to verify client's supplier pricing, driving renegotiations that **decreased main supplier price by 12%**

Personal Projects

- Started my own game studio, Iota Labs, publishing:
 - “[Synthesia](#)”, a VR musical puzzle game in Unity for Meta Store
 - “[Splish](#)”, **#2 Paid Puzzle Game, #11 for Paid Games** on Apple App Store, May 2023
- Published novels on Wattpad with **30 million reads**

Technical Knowledge

Languages: Java, Python, Golang, C#, JavaScript, terraform, R

Technologies: AWS, GCP, SQL, Unity

No US work authorization required.