Matthew (Zekun) Liu

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Education

University of Toronto, Bachelor of Science in Computer Science

May 2025

- Computer Systems Specialist
- Relevant Courses: Computer Organization (Digital Logic), Data Structures and Analysis, Software Tools and Systems Programming, Software Design, Intro to Databases, Intro to Machine Learning

Key Competencies

- > Java (5 YOE, REST, OOP, Design Patterns, Refactoring, Microservices, Spring, SOLID)
- **Python** (3 YOE, ML, Flask, FastAPI, NumPy, pandas, matplotlib, scikit-learn, NLTK,)
- JavaScript (2 YOE, TypeScript, React, NextJS, Prisma ORM, Docker, REST, Chakra)
- > SQL (PostgreSQL), C (Socket Programming, Parallelization), HTML, CSS, Assembly, Git, Unix
- Soft skills: Languages (English, Chinese, French), Agile, Presenting, Leadership, Scheduling

Work Experiences

UNICEF - Project Intern

September – December 2023

- Building a web app to facilitate the selection and assessment of open-source data, models, software, and content collections for UNICEF employees world wide. Primarily concerned with backend and data access
- Worked alongside UNICEF software engineers to plan, execute, and deploy the product
- React is used for the frontend, Django for the backend, PostgreSQL database, all deployed on UNICEF's
 Microsoft Azure. The webapp will be containerized and deployed using a Kubernetes cluster.

Onova – Full Stack Software Development Intern

May – December 2023

- Built a website to facilitate hackathon management with React, NextJS, and TypeScript. Adopted by Capgemini to host an internal Google AI hackathon with 1062 participants from around the world.
- Implemented techniques such as fuzzy search, **pagination**, and **connection pooling** while implementing major features such as the project judging panel and user directory.
- Researched and evaluated software libraries and service providers, migrated DB access from raw SQL queries to using **Prisma** ORM to improve API access and decrease instantiation time.
- Built a ChatGPT powered Poker coach using **NextJS**, **TypeScript**, **React**, and Radix-UI on the front end, and **Python**, **FastAPI**, and the **Langchain** LLM framework on the backend.
- Embedded Poker information into a Pinecone Vector DB, implemented Chain-of-Thought, Systems Prompting, and OpenAI functions to improve response consistency and accuracy.

Projects and Hackathons

Capgemini x Google Cloud GenAl Hackathon

July 2023

- Used Stable Diffusion, DreamBooth, D-ID, and ElevenLabs to create a fully Al generated personal assistant.
- Inserted teammate into a stable diffusion model as an entity using DreamBooth, synthesized their speech using ElevenLabs' speech synthesizer, and then animated a generated avatar using D-ID.

ASCII NFT Trading System - Class Project

July – August 2022

- Designed and implemented an ASCII art trading system using **Java**, developed the wallet and market subsystems whilst abiding by **Clean Architecture** and **SOLID** principles.
- Refactored the project to adopt several **design patterns** to facilitate extensions.
- As project lead, documented the code base, delegated roles, and scheduled meetings.
- Participated in the testing phase and cooperated in the development of an android front end.