Minyi (Naomi) Liu

Portfolio site: https://naomisportfolio.vercel.app/
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EDUCATION

University of California, Berkeley (Senior Standing) *2022 - 2025*

Bachelor of Art in Computer Science

- GPA: 3.94/4.0
- Related coursework (A or A+): The Structure and Interpretation of Computer Programs, Data Structures, Computer Architecture, Introduction to Machine Learning.

TECHNICAL SKILLS

Programming Languages: Python, Java, C, HTML/CSS, SQL, JavaScript, Scheme
Tools/Technologies: Django, RESTful API, Pandas, OpenCV, PyTorch, Scikit-learn, LangChain, Linux, Kubernetes, Docker, Helm, Arduino, NumPy, GitHub, Appium, Selenium, IntelliJ, React, Next.js, Bootstrap, Framer Motion

EXPERIENCES & PROJECTS

SRE Intern

Tencent Holdings Ltd | Shenzhen | *May. 2024 – Aug. 2024*

- Designed and implemented a cloud hosting O&M system using **Django** and **Vue**. Functions include host information pulling and querying, host file querying and backup, backup record querying, as well as tracking and visualizing website operation and development metrics.
- Developed an AI Assistant SaaS with **DRF** and **streaming** dialog interface to enhance user interaction.
- Improved model output accuracy and stability for **PromQL generation** and enabled **user guidance** by implementing Graph model to define complex and strongly constrained logic.
- Deployed SaaS using **Helm** charts and **Kubernetes** ensures efficient and stable service operation.
- Use **DevContainer** and **Dockerfile** to standardize the project development environment, making the establishment of the development environment more concise and efficient.

Software Engineer

Plant Gene Expression Center, Professor Jennifer Lewis's Lab | Albany | *Sep. 2023 – Dec. 2023*

- Designed and constructed an innovative sideview camera system, utilizing **Raspberry Pi** and camera module IMX219.
- Developed **automated testing script** to fine-tune system parameters, ensuring high-resolution and accurate image capturing.
- Devised an image processing system using **OpenCV** to preprocess and analyze raw image data.
- Developed algorithms capable of identifying plant immune responses using **PyTorch** and **Scikit-learn**.

Software Engineer For Club Project

QuanTech Quantitative Financing Software | Berkeley | *May. 2023 – Aug. 2023*

- Developed a robust continuous data retrieval system and interactive trading models visualization, leveraging **JFreeChart, Java Swing, AWT,** and the Interactive Brokers API to enhance trading decision-making processes.
- Designed and implemented high-efficiency **data structures** specifically tailored for optimizing the storage and retrieval of stock information, significantly improving system performance and scalability.

Freelance Full-Stack Engineer

Zhou Shen's Fanclub | online | *Dec. 2021 – May. 2022*

- Identified and understood the client's challenges in arranging the reward system for a large organization, and proposed a membership management website as solution
- Guided the group to conduct Agile practices by breaking down project into smaller features and encouraging regular feedback from client.
- Developed Reward Points Balance Tracking feature using **HTML, CSS, Django** and **MySQL.**
- Implemented features such as **membership rewards redemption**, **points expiration system**, **lottery system**, and **web admins system.**
- Achieved average daily visits 1800+, 100000+ data in database, 15000+ users.