

Anthony Liu

student. research assistant. software engineer.

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Experience

Facebook Menlo Park, California Summer 2018

Software Engineering Intern

- Designed and developed caching service to improve latency for ad prediction regression model on large scales in C++ and python
- Improved performance of data pipelines by optimizing SQL queries and C++ code

Bloomberg L.P. New York, New York Summer 2017

Software Engineering Intern

- Researched and designed multiple proof-of-concepts for document classification and potential value for different departments
- Designed document annotation tools for labelling and evaluating subdocuments - used by multiple teams to build training datasets
- Constructed natural language classifiers using Stanford CoreNLP and internal libraries to help filter and identify key mentions in documents, and exposed classification models as production services for multiple teams

Wolfram Research Champaign, Illinois Summer 2016

Software Engineering Intern

- Implemented an Angular 2 internal dashboard for managing user permissions and keys
- Designed an Angular 2 drag and drop component management grid plugin
- Wrote JUnit tests for Java Spring backend

BitPay Atlanta, Georgia Spring 2016

Software Engineering Intern

- Developed bitcoin mobile wallet (Copay) in Ionic 2
- Designed and developed a modular iframe plugin framework for third party embedded pages

Research and Teaching

Robot Learning Lab Atlanta, Georgia Spring 2017 - Present

Undergraduate Researcher (Adviser: Byron Boots)

- Designed methods for adaptively selecting end-to-end control policies for autonomous obstacle avoidance with prediction cascades
- Optimized the architecture of Value Iteration Networks (VIN) to generate VIN policies that work on infinite horizon path planning domains using Tensorflow
- Assembled, tested, and fabricated materials and parts for autonomous rally cars

CS 3600 Artificial Intelligence Atlanta, Georgia Fall 2017 - Present

Teaching Assistant

- Aided students in the understanding and implementation of heuristic-guided graph search, constraint satisfaction, Bayesian inference, reinforcement learning, statistical classifiers, and deep learning in Python

Objective

To obtain a software engineering internship for summer 2019

Education

Georgia Institute of Technology 2018 - 2020

M.S. Computer Science

Specialization in Machine Learning

Relevant Coursework:

- *Machine Learning*
- *Deep Learning*
- *Machine Learning for Trading*
- *Computer Vision*

Georgia Institute of Technology 2016 - 2020

B.S. Computer Science

Concentration in Artificial Intelligence and Networking

Minor in Mathematics

Relevant Coursework:

- *Design and Analysis of Algorithms*
- *Combinatorics*
- *Honors Discrete Math*
- *Systems and Networks*
- *Honors Probability and Statistics*
- *Honors Discrete Math*
- *Robotics and Perception*

Community

- 2018 Organized Catalyst 2 with Chan-Zuckerberg Initiative- 500 student STEM day for underprivileged metro Atlanta students
- 2018 Organized BuildGT 200 student beginner hack day designed to introducing students to working with hardware
- 2017 Organized 200 student healthtech hackathon for building biomedical solutions
- 2017 Organized HackGT 4: New Heights - 1000 person flagship hackathon at Georgia Tech
- 2017 Organized Catalyst - 500 student highschool learn-a-thon for underprivileged metro Atlanta students
- 2017 Organized HackGTeen - 100 student beginner hack day designed to introduce freshmen to hacking
- 2016 Co-organized 200 person social-good hackathon for building refugee solutions
- 2015 Organized a 100 person Local Hack Day for metro Atlanta high school students
- 2015 Organized a 40 person high school hackathon for metro Atlanta high school students

Skills

Proficient: Python, Pytorch, Typescript, Javascript, NumPy/ SciPy, SQL

Familiar: Pandas, C++, OpenCV, React.js