



Chang Liu

Final year Msc IT and Cognition Student

Education

Msc in IT and Cognition, University of Copenhagen, Denmark

[September 2018](#) — [September 2020](#)

- with GPA 10.4/12

Guest Student in Computer Science, IT University of Copenhagen & Technical University of Denmark, Denmark

[January 2019](#) — [May 2020](#)

Summer School in Human Machine Interaction, Tampere University, Finland

[July 2019](#) — [August 2019](#)

Bsc in Biological Sciences, Guizhou University, China

[September 2014](#) — [July 2018](#)

- with GPA 86/100 rank 3/42 (honor degree)

Details

Grønjobs kollegiet 4, 5 - 4618,
Copenhagen, 2300, Denmark
+45 50254610

chang.liu1509@gmail.com

Languages

English

Chinese(Mandarin)

Hobbies

Tea Production (Fry Tea), Beer
Brew, Calligraphy

Work Experiences

Research & Development Intern at Kofax, Copenhagen

[February 2019](#) — [Present](#)

- Software development, either on a component or prototype level: mirror implemented a functional component in Java and C++
- Data preparation and analysis
- Academic research and result summarization
- Test and documentation of components or prototypes

Algorithm Engineer at Netop (Master Thesis Collaboration), Copenhagen

[January 2020](#) — [Present](#)

- Select the most suitable algorithms for the content categorization task
- Train NLP of a given data corpus including malicious words, websites and other relevant data
- Test accuracy of malicious content detection
- Identify ways to continuously improve NLP accuracy with feedback loop implementation

Teaching Assistant of Vision and Image Processing at Copenhagen University

[October 2019](#) — [February 2020](#)

- Delivering lectures in terms of computer-vision theory and part of programming
- Assessing and grading student reports
- Meeting and discussing with the course lecturers

Computer Science Internship at TrainAway, Copenhagen

[January 2019](#) — [March 2019](#)

- Maintenance of the reimplementation as well as other front-end web development tasks
- Existing system maintenance, updates, improvements, etc.
- Payment system integrations and development of new features



Skills:

- Programming knowledge in Java, C++, C, Python, Erlang, PostgreSQL
- Working and project experience with tools like Git, Maven, Gradle, AKKA, XML, PyTorch, Docker, Jenkins
- Ability to collaborate with developers and business analysts to produce software designs
- Ability to implement components individually



Academic Research

Bimanual Retargeting in VR Experiment Design

September 2019 — December 2019

- Applied body warping on both hands for a more immersive experience in virtual environment
- Explored the reusability and scalability of physical props to enhance haptic interface

Computational Authorship Attribution in Cross Domain

March 2019 — June 2019

- Extracted multiple text features and word embeddings from the dataset
- Applied both traditional machine learning models and deep learning models

Multimodal Music Genre Classification

January 2019 — May 2019

- Processed audio data from GTZAN dataset with 1000 tracks using MFCCs to extract its features
- Crawl down lyrics and album covers from LyricWiki, Last.fm respectively.
- Employed machine learning methods to classify music genre on multimodal dataset after several ways of fusion

Use the CRISPR-Cas9 technology to obtain Gar1 loss-of-function mutants in Drosophila

October 2017 — June 2018

- Constructed transgenic plasmid by three-step cloning
- Injected plasmid into the fruit fly to obtain transgenic flies
- Cross the transgenic gRNA flies to the Cas9 flies to obtain Gar1 loss-of-function mutants.