



becky-liu / software-engineer

I am a Software Engineer with expertise in combing technical background with visual beauty. In my previous career I worked in design for the mobile adTech and gaming industry as a brand guardian and art director for data-driven playable adverts. I am currently studying a Masters in Computer Science working on big data projects using Python to clean, wrangle, visualise and analyse data and Machine Learning models to classify subjects. I am currently looking for a junior role in Python development or engineering.

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% skills — □

Programming

Python(Jupyter Notebooks, Spark), Java, HTML/CSS (SASS, Grid, Flex-box, Bootstrap), Javascript, C, SQL, Automation (Selenium)

Tools

WordPress, Photoshop, Illustrator, Adobe XD, After Effects, Indesign, Sketch

Soft Skills

Fast learner, out-the-box thinker, self-motivated, adaptable, positive, collaborative and able to talk tech to non-techies.

% education — □

Master of Science in Computer Science (Data Analytics)

University of York / Sep'20 - Present

Completed modules: Algorithms & Data Structure, Advanced Programming, Big Data Analytics, Software Engineering.

Bachelor of Arts in Graphic Design

University of Southampton / 2011 - 2013



% past-projects — □

Behaviour Risk Assessment

Using Machine learning models Naives Bayes, Decision Tree in WEKA to classify obesity for BRFSS subjects.

Diabetes Dataset

Clean and prepare data to use for ML to predict 30 day readmission for diabetes patients.

Data Cleaning Tool

Built a tool in Python to import, clean, wrangle, visualise dataset then export to JSON.

[Click For Portfolio](#)

% hobbies — □

Blogging: WordPress personal blog for tutorials on tech and web management houseninetwo.com

Volunteering: computer teacher for Association of Jewish Refugees providing friendship & tech skills for those with no families.

Arts & Crafts: painting, sewing, making, baking anything off-screen! instagram.com/bexacreates

Fitness: building core strength and mobility for callisthenics/gymnastics.

% work-history — □

Three Sixtee, Marketing Agency / Jan'21 - Present

- brand guardian
- launched all visual communications for omni-channels
- concept digital projects
- organise freelancers.

Vungle, Mobile adTech / Sept'18 - July'20

- designed UX for playable adverts
- art direct developers, re-skinnded phaserJS games
- video editing in after effects
- led workshops for design templates
- oversaw the brand for all visual comms for marketing.

[View full history >](#)

% References upon request