Arthur Liu

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Education

University of Washington, Seattle, WA

M.S. Computer Science | GPA: 3.96	Sept 2021–June 2022
B.S. Computer Science, Entrepreneurship Minor, Summa Cum Laude | GPA: 4.0	Sept 2018–June 2021

Selected Coursework: Distributed Systems, ML, Deep Learning, Networks, Databases, Algorithms, Systems

Work Experience

Software Engineer, Meta, Seattle — Oct 2022-Nov 2022

Co-Founder & CTO, VerbalEyes, Seattle — Jan 2021-Jan 2022
- VerbalEyes is an AI technology company that is innovating in the audio description space
- Worked closely with Madrona Venture Labs as the sole winner of their Summer 2021 fellowship
- Designed architecture and deployment on AWS services to run audio description computation pipelines

Software Engineering Intern, Microsoft, Redmond — June 2021-Sept 2021
- Designed and deployed a new static analysis feature to automatically serve and use data analysis to rank fix recommendations for developers in Windows OS and Azure

Software Engineering Intern, Amazon, Seattle — June 2020–Sept 2020
- Developed brand new tool deployed across 300 Amazon Go Stores, saving approximately $300,000 annually
- Worked on full-stack with Java backend APIs, TypeScript frontend, and comprehensive code coverage

Research Fellow, Giving Tech Labs, Seattle — Sept 2019–June 2020
- Key contributor for voice-analysis paper in KDD 2020, *Acoustic Measures for Real-Time Voice Coaching*
- Conducted experiments including emotion differentiation via derived acoustic speech features
- Trained models to extract grant information from crawled web urls

Teaching Experience

Lecturer, University of Washington, Seattle — Jun 2022-Sept 2022
- Instructed data structures and parallelism course with 50+ students. (CSE332 22Su)

CSE332 TA, University of Washington, Seattle — Sept 2021–Jun 2022
- Led staff meetings and developed new content material for exercises and exams
- Taught a weekly class of 25 students to practice and understand data structures and parallel algorithms

CSE143 Head Section TA, University of Washington, Seattle — Jan 2019–Jun 2021
- Part of leadership team to redesign the CSE 143 curriculum (CS2 in Java) specifically helped create section materials, develop teaching strategies, and facilitate TA staff meetings

Leadership & Other Experiences

VR App: Penguins Can Fly, University of Washington — Jan 2022-March 2022
- Team lead for VR capstone project and built an immersive hang-gliding experience for Oculus Quest
- Features include glider physics, procedural terrain generation, and voice recognition in Unity using C#

Curator, TedX University of Washington — Oct 2019-June 2021
- Directed TEDxUofW club and launched 2021 event. Worked prior as web lead on full-stack web development

Radiology Researcher, University of Washington — Oct 2020-January 2021
- Deployed and built scalable website to conduct radiology experiments for comparing denoising techniques.

AR Hologram System, Winner @ Hack'20, devpost.com/software/orange-juice-hologram-jy5qr1 — Aug 2020

Computer Vision Team, Advanced Robotics University of Washington — Oct 2019-June 2020
- Developed programs to improve missile guidance and prediction for RoboMaster competition

Languages: Java (Proficient), Python (Proficient), C#, C, C++, JavaScript, TypeScript, SQL, HTML, CSS