

Luxi Liu email: luxiliu9792@gmail.com website: <https://luxi-liu97.github.io> phone:(+44) 7473 861 500

Experience

Software Engineer (L5/SDE II) Amazon Ring July 2022 –

Working in Ring Media, a backend team in the Video Platform organisation of Amazon Ring. Responsible for the development and operations of key media services trafficking 10billion+/day in snapshots and videos. Experienced in large-scale systems. Designed and led development for a crucial feature for our devices that operate in both battery or wired mode, allowing them to request from our service at a dynamic rate. This reduces their power usage when operating in battery mode, improving battery efficiency by 0.9% per charge cycle for 3.8 million devices. Managed a team of two junior engineers for this project. Built a service integration transforming our architecture from event-based to time-based, enabling CCTV mode. Mentors and develops junior engineers.

Technologies used: Golang, Python, Java, Terraform, AWS, Redis, Jenkins, Grafana

Software Engineer Hook Co Oct 2021 – May 2022

Worked on back-end team for a start-up building a CRM data insights platform that integrates with clients' live data sources. Worked directly with product team to scope and design features based on our customers' and market need.

Designer and lead developer for an Outreach integration feature, allowing customers to automatically send generated emails based on live product usage data. Encouraged my team to quickly deliver high-quality work. Total time from feature inception to delivery was 2 weeks. This feature is not available on any other platform.

Led development for a 'Notes' feature synchronising 7000 notes with external CRM platforms (Hubspot and Salesforce).

Built a predictive binary classification model for customers to target accounts at risk of churning and suggest useful actions.

Technologies used: Python, SQL, react JS, Flask, AWS, DataDog

Data Consultant Peru Consulting Sept 2019 – Sept 2021

Data Science Intern artificial.io June 2018 – September 2018

Education

Master's in Maths, First Class Honours Imperial College London September 2015 – July 2019

Specialising in Data Science and Statistics.

Modules included: Mathematical Computation, Credit Scoring and Quantitative Analysis, Advanced Statistical Modelling, Data Science, Survival Models in Actuarial Science, Mathematical Finance, Time Series, and Game Theory.

Master's dissertation: Modelled the causal effect of 20mph zones in London on traffic accidents by sourcing then transforming TfL data in R, using ML and regression to generate the propensity scores used to eliminate selection bias.

Personal Projects

- Designed and developed a mobile puzzle game in Unity named Splish, released in May 2023. It reached #2 for Paid Puzzle Games, and #11 for Paid Games on the App Store in the UK:
 - [Google Play link](#)
 - [App Store link](#)
- GitHub projects: github.com/luxi-liu97/
- Published novels online as a teenager on Wattpad. My most popular book, "[The Billion Dollar Girl](#)", has 27 million reads

Technical Knowledge

Languages: Golang, Python, R, C#, Java, terraform, JavaScript, LaTeX

Technologies: AWS, Unity, Vue.js, MATLAB, SQL