

# Yueting Liu | Computer Vision Engineer

Delft, The Netherlands

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## Summary

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Experienced Computer Vision Engineer with over 7 years of expertise in developing and deploying advanced AI and Computer Vision systems. Specializing in 2D/3D machine vision, with a track record in leading technical projects and mentoring junior engineers. Demonstrated ability to drive cross-functional collaboration and deliver impactful solutions in a multi-disciplinary environment. Possessing a growth mindset, I am committed to continuous learning and adapting to evolving technological landscapes.

## Experience

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### AM-Flow

Amsterdam, The Netherlands

Senior Computer Vision Developer/Backend Developer

Jan 2020 – <Now>

- Lead the AI team in developing and deploying visual recognition products using Deep Learning and Computer Vision techniques, currently empowering clients in various EU countries and the US
- Proposed and implemented architecture changes, including the transition from Siamese-based to Self-Supervised Learning-based model training, significantly enhancing model performance in real-world applications
- Migrated recognition system from monolithic to micro-service model, improving scalability and maintainability
- Following academic research and continuously improving recognition rate, top 1 60%→95%+, true positive 30%→90%+
- Developed and integrated connectors for client ERP/MES systems, enhancing efficiency and reducing manual workloads
- Supervised and mentored interns and junior developers on projects involving image segmentation, 3D reconstruction, pointcloud registration, OCR, and Nerf, fostering technical growth
- Collaborated with cross-functional teams for marketing, patent application, and products release

### AM-Flow

Amsterdam, The Netherlands

Computer Vision Developer

Jan 2019 – Dec 2019

- Enhanced the core recognition system to support multi-color batches, improving versatility and functionality
- Led initiatives to stay at the forefront of AI advancements by hosting and managing an internal paper-reading club

### Borges 3D

Amsterdam, The Netherlands

Junior Machine Learning Developer

Jan 2018 – Dec 2018

- Developed feature extraction module using TensorFlow/Keras, contributing to the object detection algorithm under the guidance of the software lead

### Delft University of Technology

Delft, The Netherlands

Guest Researcher

Apr 2017 – Dec 2017

- Upgraded experimental setup by adding LabView control systems and developing software for tribo-corrosion data analysis
- Conducted initial proof-of-concept studies for *phase detection* of Scanning Electron Microscopy(SEM) images using CNN
- Administered the SEM lab, training PhD and Master students on advanced imaging techniques

## Education

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### Udacity

Online Platform

Nanodegrees in Deep Learning and Self Driving Car

Jan 2017 – Oct 2017

- Completed Deep Learning Foundation nanodegree, practicing CNN, LSTM, and GANs
- Completed Self-Driving Car nanodegree, gaining knowledge in Sensor Fusion, SLAM, and Path Planning

### Delft University of Technology

Delft, The Netherlands

PhD candidate in Materials Science

Apr 2013 – Mar 2017

- Dissertation: Materials Aspects of Hydro-Abrasive Wear in the Dredging Industry
- Gained skills in hypothesis formation, experimental design, data analysis, and scientific writing
- Studied friction, wear, corrosion, and their interaction from Microstructure Evolution perspective
- Published four papers on scientific journals and gave presentations at international conferences

## Skills

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- Deep Learning: Pytorch, Tensorflow/Keras, Generative models, AI full-cycle dev, ML-Ops
- Computer Vision: Image recognition/segmentation, 3D recognition/registration, OCR
- Software Development: Linux, SSH, Git, Ansible, Django, Bash, CI/CD, Emacs