

Jinpeng Liu

SOFTWARE DEVELOPMENT ENGINEER

✉ jp.liu87@gmail.com

☎ +33 (0)6 67 36 88 17

🔗 github.com/JinpengLiu-6

🌐 jpliu.work

📍 Paris, France



SKILLS

FRONTEND

React Vue.js JavaScript
TypeScript HTML5 CSS3

BACKEND

Java Spring Boot Python
FastAPI REST APIs

DATABASE

SQL MySQL PostgreSQL

PRODUCT & DESIGN

UX Research UI Design Figma
Prototyping

TOOLS

Git Docker AI-Assisted Dev

LANGUAGES

Chinese NATIVE
English PROFESSIONAL
French PROFESSIONAL

EDUCATION

M.Sc. Human-Computer Interaction

Université Toulouse III & ENAC · Dual Degree

2024 - 2026

B.Sc. Computer Science

Université de Strasbourg

2019 - 2024

A-Level & IGCSE

El Kalimat School

2015 - 2019

PROFILE

Software Development Engineer with full-stack experience and a strong UX/UI background. I turn complex business workflows into **intuitive, production-ready products** — from user research and interface design to front-end, back-end, and deployment — shipping solutions that cut manual work, increase user autonomy, and create measurable business impact.

EXPERIENCE

HXD Expertise — Front-End Developer Intern

Paris, France · Apr - Sep 2026

- Designed and developed a production-ready business profitability simulator that transformed a complex Excel-based financial analysis process into an intuitive web application.
- Conducted contextual interviews to identify pain points and redesign the customer journey for entrepreneurs.
- Built the front-end — landing page, multi-step form workflow, and results presentation — through multiple UX/UI iterations, and integrated APIs with the backend developer.
- Cut the analysis process from ~2-3 hours to 5-10 minutes; also built a Python tool converting Skello exports into Silae payroll templates, reducing payroll work from ~3 hours to 10 minutes per company.

Bunsik Dragon — Full-Stack Developer Intern

Strasbourg, France · May - Aug 2025

- Independently designed and developed a full-stack restaurant website using Vue.js, Spring Boot, and MySQL.
- Built customer-facing pages — Home, Menu, Contact, and Reservation — with a responsive, multilingual interface.
- Developed an admin dashboard for staff to manage menu items via CRUD operations and dish-image upload, plus an email-based reservation workflow.
- Owned the full process from UX/UI design and front-end build to backend API development, database integration, testing, and delivery.

Yosful — Back-End & Cloud Developer · Entrepreneurial

Strasbourg, France · Jul - Dec 2022

- Built the back-end in a four-person team (two front-end, two back-end), focused on cloud deployment, CI/CD workflow, and AWS-based environment configuration.
- Supported integration between server-side services and the front-end team, and helped translate business requirements into technical solutions in a startup-like environment.

Jingneng Info Tech — Python Development Assistant Intern

Beijing, China · Aug - Oct 2020

- Developed Python web-scraping scripts to collect and structure data from targeted websites.
- Cleaned and organized extracted data and collaborated with the team to troubleshoot scraping issues and improve collection accuracy.

PRODUCT & ENGINEERING PROJECTS

FollowJob — Job Application Tracker

Defined the product concept, user flows, and interface to manage applications, HR calls, interview follow-ups, and statuses previously juggled in spreadsheets.

QuotaClock — AI Usage Tracker

Browser-extension concept with a sci-fi-inspired UI to monitor and visualize AI tool usage and quota consumption in real time.

Airbus ACS Notification Center

6-month UX/product redesign with Airbus; contextual interviews across Engineering, Manufacturing, Program Management & Customer Services, with Figma prototypes and UX recommendations.

Mystic Journey — Original Game

An original game built end-to-end — game mechanics, user experience, interface design, and development planning.