GitHub: codicate
LinkedIn: in/codicate

Henry Liu

(929) 393-3298
codicate@gmail.com

WORK EXPERIENCE

Software Engineer Intern   NBCUniversal   **June 2023 – Aug 2023**
- Conducted department-wide research on improving developer workflow, and addressed some of the findings through implementing various features for multiple internal PM/DX software
- Integrated in-house agile PM software with GitLab API to streamline the story to PR workflow
- Built reusable components for department's component library, such as a Gantt chart timeline view
- Refactored applications, upgraded Angular version, and set up linting, Git hooks, and GitLab CI

Software Engineer Intern   JPMorgan Chase & Co.   **June 2022 – Aug 2022**
- Implemented a recommendation feature for JPMC's regulatory compliance library application, which contained 15 million indexed citations. Built with **Elasticsearch**, **Angular**, and **Spring Boot**
- Designed POC architecture diagram and demoed final product to multiple stakeholders
- Interviewed department leaders and explored firmwide machine learning integration initiative
- One of 8 high school interns accepted to JPMC's F&O program for first-gen low-income student

Software Engineer Intern   Snapbrillia   **July 2021 – Sept 2021**
- Worked directly with product owner and took ownership over core features, including an online candidate coding assessment platform built with **React**, **Express**, and **MongoDB**
- Deployed the final product to Heroku on Alpha launch day and set up deployment NPM scripts
- Onboarded new members and guided new intern during a 2-week code pair program

EDUCATION

Rochester, NY   University of Rochester   **Aug 2022 – Dec 2025**
- B.S. in Computer Science and minor in Economics (GPA: 3.65)
- Activities: Roclab Frontend Developer, DS&A Workshop Instructor, MLH DandyHacks winner
- Courses: Computer Systems, Data Mining, Theory of Computation, Foundations of AI, DS&A, OOP, Computational Statistics, Discrete Math, Linear Algebra

PROJECTS

- **Angular Initializer** – Webapp to set up Angular project with linter, formatter, CI, and custom integration with popular libraries. Supports quick scaffolding of routes and modules
- **Nearvents** – Ionic app for students to discover nearby campus events and communities. Includes features such as home feed, maps, and an in-app economy system. Winner of DandyHacks '22
- **Godot RPG** – Zombie shooter prototype with features such as dialog system, interactive storage & inventory, level system, enemy loot table, and loadout for multiple weapons.

SKILL

- Programming Languages: TypeScript, JavaScript, Python, Java, C, R, C++, HTML, CSS
- Technologies: React, Angular, React Native, Fastify, Express, Spring Boot, Firebase, MongoDB, Git
- Interests: UIUX, Developer Workflow, Game Development, Artificial Intelligence