Austin Liu

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EDUCATION

Brown University

Providence, RI

B.S. in Applied Math and Computer Science, B.A. in Economics

May 2027

• Relevant Coursework: Operating Systems, Computer Systems, Deep Learning, Foundations of AI, Data Structures and Algorithms, Design/Analysis of Algorithms, Statistical Inference I/II

EXPERIENCE

Symbotic

May 2025 - August 2025

Wilmington, MA

Software Engineer Intern

• Incoming Summer 2025, Data Services

Helios Technologies

Feb. 2025 – Current

Remote

Software Engineer Intern

- Prototyped self-hosted GraphRAG with vector database, enabling faster querying in LLM workflows
- \bullet Built internal moderation tool with 1000+ entries, using virtualized lists to optimize for low-latency updates
- Managed AWS services (Lambda, AppSync, DynamoDB) for fullstack app used by 1,000+ users

SAI (Study AI)

November 2024 – January 2025

Software Engineer Intern

Romoto

- Integrated AI with learning management systems across 20+ universities, enhancing studying engagement
- Optimized RAG pipelines using React Flow, enabling dynamic diagram generation for complex workflows

Stealth Startup

June 2024 – September 2024

Software Engineer Intern

Remote

- Engineered backend architecture for a web app using Firebase NoSQL and NodeJS, improving scalability
- Successfully conducted a pilot run with 30+ users, improving user experience based on initial feedback

Projects

Beya, Founding Software Engineer | React Native, Expo Go, Firebase, AWS

November 2024 - Present

- Generated \$5,000+ in revenue through SaaS mobile tap-to-pay between popup vendors on college campuses
- Built internal analytics tool, tracking 1,000+ user events, enabling insights to optimize proprietary AI model
- Implementing custom content management system for 5+ clients, enabling dynamic React based websites

WordHunt Online | React, NodeJS, Firebase, Bootstrap

October 2024 - November 2024

- Built CPU player with a custom heuristic and 300,000+ word trie dictionary for optimized recursive search
- Implemented real-time, player-vs-player functionality using Websockets for enhanced multiplayer experience

Find My Food | React, AWS, Flask, MySQL

January 2024 - May 2024

- Developed dining hall menu tracking project with 200+ monthly visits, improving dining experience
- Decreased AWS expenses by 87.5% through automation of RDS instances, and temporary NAT gateways

LEADERSHIP

Backend Software Engineer

September 2024 – Present

Brown Formula Racing

Providence, RI

- Leading team of 10 engineers, facilitating design discussions, delegating tasks, and mentoring underclassmen
- Built efficient CI/CD pipeline enabling seamless weekly deployments for both frontend and backend servers
- Managing AWS cloud infrastructure, deploying to EC2 with load balancing and S3 bucket for data storage

SKILLS AND INTERESTS

Languages: C++, Java, Python, JavaScript/TypeScript, C

Tools: GitHub, Firebase, Amazon Web Services (AWS), Google Cloud Platform (GCP), Azure, Hugging Face

Frameworks/Libraries: React, React-Native, Expo, NextJS, Flask, Django NodeJS, Socket.IO

Interests: Fingerstyle Guitar, Brown Men's Volleyball, Food, Sports