# **Liheng Cao**

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## **EXPERIENCE**

Meta - Facebook

08/2022 - 02/2024

Software Engineer on Facebook Feed Health

Seattle, WA

- Efficiency: Saved \$2M from CPU wins across various projects by ideating, optimizing, and experimenting.
- Reliability: Designed, implemented, & deployed an automatic throttling platform across Feed to auto-mitigate an entire class of reliability regressions, preventing overnight pages.
- Augmented internal tools to simplify workflows and increase developer velocity for identifying efficiency wins.
- In a tier 1 oncall, prevented major site uptime outages, user experience, and revenue regressions by live debugging.

#### **Machines in Motion Lab at NYU Tandon**

06/2021 - 05/ 2022

Undergraduate Research Assistant

Brooklyn, NY

- · Contributed to research for contact detection for legged locomotion and path integral for policy improvement
- · Assembled, tested, and repaired robots for research and teaching
- Developed Python/C++ bindings for IMU sensor, and modified USB driver and serial reader code
- Operated Vicon motion tracking system and integrated with robot motion

#### RoboSub VIP Team at NYU Tandon

08/2021 - 05/2022

Software Team Lead

- Brooklyn, NY
- · Assigned tasks and supervised team members in motor control, vision, task planning, and localization
- · As inaugural software lead, researched relevant topics and trained team, establishing the foundational processes and practices.
- · Developed the vision and task planning of the robot to allow autonomy during the competition

## **Robotic Design Team at NYU Tandon**

09/2020 - 09/2021

Software Competency Member

Brooklyn, NY

- Implemented computation offloading from robot to server to reduce robot size by allowing robot-server communication
- · Integrated sensor and motor data to allow robot movement

## **EDUCATION**

## **New York University, Tandon School of Engineering**

Brooklyn, New York

Bachelor of Science in Computer Science, Minor in Mathematics, Magna Cum Laude

09/2019 - 05/2022

## SELECT SIDE PROJECTS — MORE ON GITHUB AND PERSONAL WEBSITE

# 2048 game terminal clone (repo)

Python

- . This was an interview question that I didn't finish and I thought it was interesting enough to do as a project
- · Simple terminal game written in Python

## Character recognition neural network in the browser (demo)

Python

- · Trained my own convolutional neural network using Pytorch on the EMNIST dataset
- Set up a no backend website to demo the model with a mouse cursor drawing.
- No backend! It's a static site! Everything runs on your browser.

#### Cost Splitter App (demo)

JavaScript

- Built a Cost Splitter app from scratch using basic web dev. for my roommates
- · Receives name, price, and people to split amongst and outputs how much each person pays
- · Allows roommates to split group grocery runs at Costco and restaurants

#### **CRUD App**

Go

- Built a distributed Create, Read, Update, Delete database app using Go
- · Implemented the Raft consensus algorithm
- · App could be accessed from multiple frontends, and data was distributed over multiple backends

# SCUDEM V 2020 Differential Equations Modelling Competition (repo)

Processing

- · Modeled and animated the physics of a bird spinning around on a bicycle wheel as a part of a 3 man team
- Scored the highest score (4.875/5) out of 180 other teams

# **KEY SKILLS**

Languages: Python, C++, PHP, HTML, CSS, JavaScript, Rust, Golang, PyTorch

**Topics:** Software Engineering, Performance Optimization, Reliability, Efficiency, Latency, Machine Learning, Parallel and Distributed Systems, Robotics, Networking

Full Stack