

# Cody Lieu

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in codylieu

## Education

- Expected May 2016 **Duke University, Trinity School of Arts and Sciences**, Durham, NC.  
B.S. Computer Science, B.S. Mathematics, Electrical and Computer Engineering Minor
- GPA: 3.67/4.00
  - University Scholars Program Finalist, Dean's List, National Merit Scholar
  - Relevant Coursework: Data Structures and Algorithms, Software Design/Implementation, Computer Architecture, Operating Systems, Database Systems, Design & Analysis of Algorithms, Linear Algebra, Probability, Multivariable Calculus, Microelectronic Devices & Circuits, Signals and Systems
- Undergraduate Teaching Assistant
- COMPSI 308: Software Design/Implementation (Fall 2014)  
Mentor teams of 1 to 12 people in large software development projects. Hold code reviews and advise teams on software/OOP development principles.
  - ECE 280: Signals and Systems (Spring 2014), ECE 110: Fundamentals of ECE (Fall 2013)

## Professional Experience

- May 2014 - **Guidewire Software**, Foster City, CA.  
August 2014 Software Engineer Intern: Chimera Project, Suite Infrastructure Team
- Created a browser based GUI for use as an internal tool by the QA Engineers to perform suite testing automation with Guidewire's main applications
  - Implemented primarily with Java, AngularJS, and MongoDB
  - Integrates with Guidewire's current solution to enhance usability and allows users to configure application server deployments, create/run custom test suites, and display test result metrics
  - Assessed important functionality needs and made software and UI/UX design choices through cooperation with partner, engineers, and mentors
  - Demoed product to Guidewire's engineers periodically and iterated based off feedback

## Projects

- My Gains: One Rep Max Calculator for Powerlifters/Olympic Lifters (AngularJS, Javascript)
- HeapManager: Implemented malloc(), free(), and memory coalescing (C)
- OOGASalad: Contributed to a 12 person project on the Game Builder sub team to create an interface for users to create and play Tower Defense genre games (Java)
- Slogo: Designed an IDE, in a team of 4, for users to interact with an onscreen turtle through simpler versions of Logo programs and/or a per expression basis (Java)
- Springies: Created a program, in a team of 2, to animate mass-spring systems (Java)
- Completed over 35 algorithmic problems from TopCoder (Java)

## Technical Proficiencies

### Technologies/Development Practices

AngularJS, Yeoman, Apache Tomcat, Twitter Bootstrap, Git, Maven, AJAX, IntelliJ IDEA, Eclipse, UI/UX design, Agile/Scrum/Kanban, Test Driven Development,  $\LaTeX$ , Vagrant, Virtual Box

### Languages

Java, Javascript/HTML/CSS, MongoDB, C, MATLAB