

Cody Austin Lieu

cody.lieu@duke.edu | linkedin.com/in/codylieu | github.com/codylieu
201 Alexander Ave. Apt. G Durham, NC 27705 | 757-395-0657

EDUCATION

Duke University, Trinity School of Arts and Sciences

Durham, NC

Major: Computer Science (B.S.) | Minors: Electrical and Computer Engineering, Math

August 2012 – May 2016

- GPA: 3.67/4.00
- Awards: University Scholars Program Finalist, Dean's List, National Merit Scholar

Relevant Coursework:

- Computer Network Architecture
- Design & Analysis of Algorithms
- Software Design/Implementation
- Data Structures and Algorithms
- Microelectronic Devices & Circuits
- Compiler Construction
- Data Engineering
- Operating Systems
- Probability
- Linear Algebra
- Computer Vision
- Database Systems
- Computer Architecture
- Signals and Systems
- Multivariable Calculus

PROFESSIONAL EXPERIENCE

Kleiner Perkins Caufield & Byers

Menlo Park, CA

2015 KPCB Engineering Fellow

May 2015 – August 2015

- One of sixty-three Engineering Fellows selected from thousands of applications (~3% acceptance rate)
- Interacted with and attended talks and workshops from KPCB partners and leadership from major KPCB companies like Uber and Coursera

Indiegogo

San Francisco, CA

Software Engineer Intern, Eightball Data & Infrastructure Team

May 2015 – August 2015

- Improved Campaigner Dashboard architecture by deprecating InfiniDB from the system and replacing it with Redshift and Redis architecture, removing single point of failure from customer end and modularizing system
- Enhanced spam comment detection system and tools and built out threaded comments feature end-to-end
- Contributed daily as a full-time engineer across AngularJS/Ruby on Rails stack on various aspects such as the amplification engine, performance improvements, and analytics tracking

Guidewire Software

Foster City, CA

Software Engineer Intern, Chimera Project, Suite Infrastructure Team

May 2014 – August 2014

- Created internal tool for QA Engineers to perform suite testing automation (Java, AngularJS, MongoDB)
- Allowed users to configure application server deployments, create/run custom test suites, and display test result metrics
- Personally designed database schema and periodically demoed product to Guidewire's engineering team

Duke University, Departments of Computer Science and Electrical Engineering

Durham, NC

Undergraduate Teaching Assistant

Fall 2013 – Present

- COMPSCI 316: Database Systems (Fall 2015), COMPSCI 308: Software Design/Implementation (Fall 2014)
- ECE 280: Signals and Systems (Spring 2014), ECE 110: Fundamentals of ECE (Fall 2013)

PROGRAMMING PROJECTS

- Textbook Marketplace: Led a team of four to develop a web-application for Duke students to buy and sell textbooks (AngularJS, PostgreSQL, Python)
- My Gains: One Rep Max Calculator for Powerlifters/Olympic Lifters (AngularJS, Javascript)
- IP Router: Virtual Network w/ Routing & Forwarding using RIP protocol and split-horizon routing advertisement (C)
- TCP Transport Protocol: Reliable transport protocol using the Sliding Window Protocol and TCP-style congestion control and retransmission algorithms (C)
- HTTP Web Proxy with LRU Caching system implemented as a Linked HashMap data structure (C/C++)
- HeapManager: Implemented malloc(), free(), and memory coalescing (C)
- OOGASalad: Collaborated in 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)

TECHNICAL SKILLS

Java, AngularJS/Javascript, Ruby on Rails, C, PostgreSQL, MongoDB, Git, HTML, CSS, MATLAB, Yeoman, Twitter Bootstrap, Latex, Heroku