eris liu

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Software Engineer

- 2+ years software engineering experience working with web servers, web performance, and building products in Javascript (React) and Python
- Collaborative engineer committed to working within teams and cross functionally in order to ship high quality, scaleable code and products
- Experience rapidly building out and maintaining products, iteratively designing experiments for data-driven A/B change testing, and domain-specific SEO knowledge

Employment

Pinterest   *San Francisco, CA*
SOFTWARE ENGINEER (LOGGED OUT PRODUCT/SEARCH TRAFFIC)   *May 2019 - Jan. 2022*

- Shipped key parts of Node.js web server migration resulting in platform-wide performance improvement of 2% for first contentful paint
- Lead the project to build modular ideas pages (/ideas/ URL) as part of our content strategy to deliver authoritative and updated unauth content to unauth users and search bots
- Worked closely with design to iterate on the design of ideas hub pages and write the APIs to fill the content for the page
- Built and maintained an internal tool for content management on ideas pages to allow international stakeholders to create and customize content for ideas pages while storing and automatically submitting strings for translation

Pinterest   *San Francisco, CA*
SOFTWARE ENGINEERING INTERN   *May 2018 - Aug. 2018*

- Spearheaded project to rearchitect and redesign unauth profile, leading to 20% increased signups through the page, 10% increased total traffic to the page, 15% increased average session length
- Migrated profile routing and resources from a legacy framework to pure React for 5% increase in page load speed
- Iteratively optimized profile for search ranking through improved interlinking, text signal, and page metadata
- Deployed web platform changes to improve error code handling and page routing redirect logic

Activision Blizzard   *Albany, NY*
SOFTWARE ENGINEERING INTERN   *May 2017 - Aug. 2017*

- Worked as part of the Destiny 2 development team to create novel gameplay experiences in the Spire of Stars raid lair
- Added new functionality and streamlined existing behavior for latency-tolerant exchange of networked gameplay object
- Expanded networking capabilities in the D2 engine by developing authority-gated events for individual client simulations using single-recipient networked messages
- Communicated closely with designers to expedite engineering support for the creation of key gameplay features/code

NASA   *Ames Research Center, CA*
STANFORD-BROWN RESEARCHER   *May 2016 - Nov. 2016*

- Computationally modeled the *E. coli* metabolic pathway using flux analysis for biosynthesis of a Kevlar-like fiber
- Filed a provisional patent for a novel modification of the endogenous MEP pathway in *E. coli* to produce latex

Education

Brown University   *Providence, RI*
SC.B. COMPUTER SCIENCE AND APPLIED MATHEMATICS   *2015-2019*

Skills

Programming	Javascript/Typescript, Python, SQL, C++, Java, Bash, HTML/CSS
Technology	React, Redux, Django, Node.js, Flask, PostgreSQL, SQLAlchemy, Git
Languages	English (fluent), Mandarin (fluent), Korean (basic)