JUSTIN LIU

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EDUCATION

New York University | Tandon School of Engineering   **Brooklyn, NY**
Bachelor of Science in Mathematics, Minor in Computer Science   *Expected May 2025*
Extracurriculars: Choir, Mathematics Society, Generasian, Commuter Student Council (Co-Director of Marketing)
Coursework: Linear Algebra, Number Systems, DSA, OOP, Calc 3, Discrete Mathematics, ODEs, PDEs, Theory of Probability, Applied Statistics, Mathematical Modeling, Applied Analysis, Data Science Bootcamp
Achievements: ACM Final Programming Competition - Top Freshman/Sophomore, 2023 Dibner Art Showcase (Accepted submissions)

Stuyvesant High School   **New York, NY**
High School Diploma   *June 2021*
SAT 1530/1600
Achievements: AP Scholar with Honor, Poetry Award, 2021 CCNY NYC High School Poetry Contest - Honorable Mention

PROFESSIONAL EXPERIENCE

Google, Software Engineer Intern | New York, NY   *Jun 2024 – Aug 2024*
- Worked on Privacy Sandbox, an open source project to deprecate 3rd-party cookies on Chrome
- Implemented service mesh via proxyless gRPC to facilitate cross-network lookups within sharded server on the cloud, improving scalability and load balancing
- Added infrastructure, refactored server code, and added documentation
- Evaluated performance of implementation by running benchmark tests and collecting and comparing latency metrics
- Utilized Terraform, C++, Google Cloud Platform, gRPC, xDS API, Git

Lockheed Martin, Data Science Intern | Remote   *Jun 2023 – Aug 2023*
- Developed infrastructure on AWS by utilizing Terraform, an IAAC
- Wrote and updated SQL queries on data virtualization tool
- Developed Python scripts to process and transfer data from to different formats and databases
- Worked in Agile, Scrum and collaborated with different teams

Patch The Producer LLC, Software Developer Intern | Remote   *May 2022 – June 2022*
- Collaborated with front-end and full-stack developers as a back-end developer to develop company website
- Built and tested payment webpage utilizing Firebase, and Stripe

PROJECT EXPERIENCE

McHacks 11 - ShortsNews, *Backend Developer*   *Jan 2024*
- Developed application to generate short news videos based on user input in team of 4
- Utilized Python, NewsData API, Google Cloud Text-to-Speech API

Instagram Unfollower, *Programmer*   *Jan 2023*
- Developed user-friendly Python script to automate unfollowing Instagram accounts that don't follow you back
- Utilized Selenium, XPATH, and JavaScript to web scrape and perform browser actions

Personal website, *Web Developer*   *Feb 2022 - Present*
- Create portfolio website on GitHub pages
- Utilize HTML, CSS, and JavaScript to develop creative UI, using JavaScript to automate code

Bloons Tower Defense, *Java Developer*   *May 2021 – Jun 2021*
- Led development of a video game modeled on Bloons Tower Defense
- Utilized Processing (a Java-based program) to create complex code with a visually appealing output
- Oversaw front-end components in addition to developing back-end
- Applied Git and UML diagrams to coordinate with team

SKILLS

Coding Languages: Python, C++, Java, SQL, HTML, CSS, JavaScript, NodeJS, ExpressJS, Docker, UML, C, Terraform
Verbal Languages: English, Spanish, Cantonese
Software & OS: Git, Selenium, TIBCO, AWS, SQL Server, Firebase, Stripe, Pandas, SAP, Windows, Linux, Roblox Studio