

JUSTIN LIU

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EDUCATION

New York University | Tandon School of Engineering

Bachelor of Science in Mathematics, Minor in Computer Science

Brooklyn, NY

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, Videography

Achievements: ACM Final Programming Competition - Top Freshman/Sophomore, [2023 Dibner Art Showcase](#) (Accepted submissions)

Stuyvesant High School

High School Diploma

SAT 1530/1600

New York, NY

June 2021

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

Macy's, Starbucks Barista | Brooklyn, NY

June 2022 – June 2023

- Made and served drinks and food for hundreds of customers daily
- Communicated with customers to take orders, memorizing dozens of drink codes
- Maintained cleanliness and food supplies to support teammates' needs
- Collaborated with team in a fluid, mobile, fast-paced environment

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

Freelance Graphic Designer | Remote

Sep 2014 - Apr 2016

- Established and maintained a freelance graphic design business on Roblox
- Designed and produced over 200 logos, advertisements, clothing, and thumbnails for individual and group clients
- Amassed over 13,000 pageviews on DeviantArt
- Utilized Paint.net, Blender, and Cinema 4D to create products

PROJECT EXPERIENCE

Personal website, Web Developer

Feb 2022 - Present

- Design and create portfolio website on GitHub pages
- Demonstrate creative variety by designing multiple versions of website
- 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 UI 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: Figma, Pixlr, Adobe Photoshop, Adobe Premiere, Paint.net, Blender, Cinema 4D, Git, Selenium, TIBCO, AWS, SQL Server, Firebase, Stripe, Pandas, SAP, Windows, Linux, Roblox Studio