

Kenneth Liu

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EDUCATION

Stanford University

Bachelor of Science in Computer Science, GPA: 4.115/4.0

Stanford, CA

June 2029

WORK EXPERIENCE

Undergraduate Researcher

Stanford Artificial Intelligence Laboratory

Stanford, CA

Jan. 2026 – Present

- Researching the applications of cost-efficient collaboration between on-device and cloud language models in agentic workflows

Backend Software Engineer

Stanford Carta

Stanford, CA

Jan. 2026 – Present

- Addressed 7 CVEs and improved request performance by 15% by migrating legacy .NET 6 backend to .NET 8 LTS
- Reduced front-end CI/CD pipeline latency by 44% by switching from legacy create-react-app builds to **Rspack**

Software Engineering Intern

LastingLearn, Inc.

Stanford, CA

Oct. 2025 – Dec. 2025

- Architected an AI-native SAT prep platform using **React** and **Express.js**, integrating LLMs to generate personalized practice problems based on student performance history.
- Engineered a high-performance leaderboard using **Redis** Sorted Sets, reducing query latency by 90% compared to standard SQL aggregations and handling 500+ concurrent updates.

Software Engineering Intern

Baker Engineering and Risk Consultants, Inc.

Houston, TX

Jun. 2024 – Aug. 2024

- Developed event tree analysis software in C#/.NET WPF with dynamic tree editing, reducing analysis time by 80%

PROJECTS

BobaFinder | Python, LangGraph, LangChain, MongoDB Atlas

- Built multi-agent market entry research system determining the best location for a boba chain restaurant
- Used **LangGraph Swarm** to enable multi-agent collaboration

Decanter | JavaScript, React, Typescript, Next.js, Node.js, Supabase, PostgreSQL

- Built volunteer management platform for Science Olympiad tournaments using **Next.js** and **Supabase**, implementing Google OAuth authentication, attracting 75+ users in the first month
- Used **Vitest** to automate unit testing on server functions with 97% code coverage, enhancing codebase resiliency

Remix | JavaScript, TypeScript, React, Vite, GitHub Actions

- Developed a **React** application that resequences Spotify playlists to create smooth transitions based on audio features, reducing average Euclidean distance between audio feature vectors by 58%
- Integrated Spotify OAuth for secure access to playlists and deployed static site with **Github Actions**

OttoGrade | Python, Flask, SymPy

- Built a full-stack web application to accelerate assignment grading for teachers
- Developed **Flask API** for automated math grading with **SymPy** integration, achieving 92% accuracy processing handwritten math with OCR
- Demoed automated math grading technology to the US Air Force Academy Preparatory School, receiving adoption interest for integration into high school classrooms

TECHNICAL SKILLS

Languages: C#, C++, CSS, HTML, Java, JavaScript/TypeScript, Python

Tools: Azure DevOps, Git, Linux, VS Code, Visual Studio

Frameworks: Express.js, React, .NET, Next.js, Node.js

Databases: SQL, MongoDB, PostgreSQL

HONORS

3x American Invitational Mathematics Examination (AIME) qualifier
American Computer Science League Bronze Medal