LIAM BOWERS

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Engineer with the \P of a craftsperson, passionate about delivering safe, correct, & performant software. Skills include Python, JavaScript, C/C++, ROS, TensorFlow, and Unity

EXPERIENCE

Software Engineer, Autonomous Driving: Ridecell · Jul 2018 - Present

- Currently working on research and development of a machine learning architecture for behavior, planning, and control
- Built several tools to support various aspects of the Human-Machine Interface of the Auro
 autonomous vehicle platform, including a vehicle status logging pipeline for remote monitoring and
 analytics, and a dashboard to rapidly launch, monitor, and stop the various subsystems of the
 autonomy stack

Senior Software Engineer: Lifion by ADP · Mar 2016 - May 2018

- Delivered the runtime of a metadata-driven platform for application development across web and mobile, using Node.js, React Native, Redux, Jest
- Helped foster a culture of rigorous testing and code review, improving code quality and productivity for the web and mobile teams

Senior Software Engineer: Insight Catastrophe Group · Feb 2014 - Mar 2016

- Built modular, full-stack applications in Backbone, React, Ruby, and Node.js to manage the underwriting and servicing of insurance policies and quotes
- Enabled product team to rapidly create their own policy and underwriting products by creating automated build tooling

Web Developer: Artspace Marketplace · Jan 2013 - Feb 2014

- Modernized and maintained the Artspace online galleries and e-commerce platforms
- Improved site reliability for modern and legacy browsers, reduced page load time by 80%, and improved site performance by redesigning static asset build and deployment pipeline

Web Developer: SeatGeek · Sep 2010 - Dec 2012

- Streamlined the production and deployment of 100s of seating charts for sports and concerts
- Built interactive seating charts, events calendar, ad platform and more using Symfony on the server and Backbone.js on the client

EDUCATION

Georgia Institute of Technology · Aug 2015 - Present

• Master of Science in Computer Science: Computational Perception & Robotics

Udacity · Feb 2017 - Dec 2017

• Self-Driving Car Engineer Nanodegree

Cleveland Institute of Art · Jan 1998 - May 2002

• Bachelor of Fine Arts: Glass Sculpture