

# LIAM SEPER

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## EDUCATION

### RAIKES SCHOOL OF COMPUTER SCIENCE AT THE UNIVERSITY NEBRASKA-LINCOLN

B.S. Computer Science, Mathematics - Minor: Business | GPA: 3.99

Aug. 19 – May 23

- The Raikes School is a highly competitive (average ACT: 33.5) honors school accepting approximately 35 students a year, focusing on practical applications of computer science and business
- **Relevant Coursework:** Innovation Processes (Design thinking), CS 1 (Java), CS 2 (Java), Multivariable Calculus, Accounting, Leadership, Economics, Accounting, Algorithms(JS), CS Engineering (C), Statistics(R & Python), Machine Learning 1&2 (Python), Software Engineering IV (C#), Operating System Kernels (C), Programming Language Concepts (JS, Prolog, Haskell), Linear Algebra, Design & Analysis of Algorithms, Intro to Topology, Graph Theory, Computability Theory

## WORK EXPERIENCE

### Palantir

Software Engineer

Palo Alto, CA

August 23 - Now

- Architected a chain of responsibility dispatched action handler for Electron main to renderer process action requests
- Implemented a searchable cross platform (web & desktop) app history for Palantir Gotham with granular app state restoration
- Developed various reusable UI components for the Electron desktop app and linked functionality to the main process via RPCs

### Speedway Motors

Design Studio Software Engineer

Lincoln, NE

August 22 – May 23

- Spearheaded development of a shipping management and warehouse optimization web app regarding international shipments
- Utilized NextJS, socket.io, and ASP.NET for development and granular real time data input, sanitation, and monitoring

### Meta

SWE Intern

Menlo Park, CA

May 22 – August 22

- Gathered feedback and usage metrics to ship completed projects via gradual deployment to ~1.2 billion unique monthly users
- Wrote & optimized GraphQL queries & fragments, UI, and management logic for generic and dynamic filters in Facebook
- Synced GraphQL schemas with client fragments & queries in Hack (PHP flavor) and implemented lazy-loading optimization
- Utilized an NLP service to generate top filter matches from a search with asynchronously cleaning and validation

### Hudl

Design Studio Software Engineer

Lincoln, NE

Aug 21 – May 22

- Developed a cross platform mobile app in React Native for athletes to record and manage footage for college athletics
- Iterated with D1 coaches and athletes to derive a universal highlight reel format for a Baseball and Volleyball athletic portfolio
- Helped code the app video library flow, management, and video splice functionality with Typescript, React Native, and ffmpeg

### First National

Software Engineering Intern

Omaha, NE

May 21 – Aug. 21

- Wrote a credit and loan application wizard in Typescript and React to simplify customer business loan applications
- Wrote and maintained a Java API for monitoring and testing an existing COBOL legacy codebase

### Ameritas

ML Intern

Lincoln, NE

Nov 20 – Mar 21

- Data sanitation & exploration with Pandas, NumPy, and Seaborn, creating, training, model creation & fitting with Keras
- Forecasted credit deficits and presented results via Matplotlib and Seaborn to upper management

### Flywheel

Software Engineering Intern

Omaha, NE

May 20 - Aug 20

- Lead engineer for Divi WP theme partnership integration and customer support dashboard projects
- Fullstack dev work for theme integrations for new site flows and admin site control panel done with Vue.js and Ruby on Rails

### Code Hero Academy

Founder & Curriculum Designer

Lakeville, MN

June 18 - Aug 19

- Founded to offer project-based CS and math education with Python and C# to underprivileged students in my hometown
- Met with U.S. House Representative Angie Craig to promote the necessity of CS education in MN public schooling

## LEADERSHIP & ADDITIONAL

**Technical Skills:** Proficient: (Python, Java, Typescript, JS, GDScript) Some work: (C#, Rust, Ruby, PHP) Beginning: (C++, R)

**Hackathons:** Cornhacks (2020, 2021 - Financial Track Winner, 2022), K-State Game Jam (2020 - AI Winner)

**Involvements:** School of Computing Student Advisory Board (Primary Programmer), oSTEM (Treasurer), FLUFF (President), UNL Game Development Club, Kauffman Residents Association

**Leadership and Awards:** Software Engineering, Computer Systems, and Algorithms TA, Dean's List, Four-year George Beadle scholar, Husker Heritage scholar, Sylvia & Hans Jeans Mathematics Scholar, University Honors Program