LUKE JIANU

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EDUCATION

Northeastern University	Sept. 2021 - May 2025
B.S. in Computer Science, 4.00/4.00 GPA, Dean's Merit Scholarship	*Boston, MA*

Relevant Coursework	Software Development, Compiler Design, Programming Languages Computer Systems, Systems Security, Network Fundamentals
Teaching Assistant	Logic & Computation, Daniel Patterson (Spring 2024, Spring 2025) Fundamentals of CS I, Daniel Patterson (Fall 2024) Software Development, Ben Lerner and Matthias Felleisen (Fall 2024)

EXPERIENCE

Palantir Technologies	Aug. 2025 - Present
Software Engineer	*Seattle, WA*

· Writing Kubernetes controllers in Golang for cluster autoscaling, ensuring efficient pod scheduling and resource allocation.

Databricks	May 2024 - Aug. 2024
Software Engineer Intern	*Bellevue, WA*

· Enhanced a testing tool in Scala to evaluate the performance of a distributed OLTP database in a multitenant configuration.
· Enabled high-volume, inorder* replaying of live production traffic from several source databases onto one target DB by redesigning the tool with a producer-consumer architecture (Kubernetes & Kafka).

Belvedere Trading	June 2023 - Aug. 2023
Software Engineer Intern	*Chicago, IL*

· Built a low-latency, service-agnostic proxy in C++ to aggregate redundant TCP connections between datacenters, resulting in a **70% reduction** in bandwidth usage for proxied services.
· Upgraded the C# service discovery algorithm to match clients with services in the same datacenter.

Amazon Robotics	Jan. 2023 - June 2023
Software Development Engineer Co-op	*North Reading, MA*

· Empowered AR teams to rapidly grow, monitor and manage their device fleets at scale by inventing and simplifying features in my team's Comprehensive Device Management solution.
· Refactored a large, imperative-style vanilla React codebase with functional-style TypeScript & React Query, resulting in a **95% reduction** in API calls and **50% faster** loading times.

S3Global	May 2022 - Aug. 2022
Software Development Intern	*Redmond, WA*

· Designed C++ tooling for benchmarking, testing, and managing 12 high-speed cameras used to capture computer vision training data from the top youth football academies in Spain.
· Implemented a prototype video streaming system with shared frame buffers, leveraging C++ interop with the camera's SDK to display frames in a C# WPF frontend.

TECHNICAL SKILLS

Programming Languages	Java, Golang, Python, JavaScript, C/C++
Tools & Technologies	Vim, Kubernetes, Docker, Linux