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 Software Development, Compiler Design, Programming Languages
 Coursework Computer Systems, Systems Security, Network Fundamentals

Teaching Logic & Computation, Daniel Patterson (Spring 2024)
Assistant Fundamentals of CS I, Daniel Patterson (Fall 2024)

Software Development, Ben Lerner and Matthias Felleisen (Fall 2024)

Research Improving Logical Student Language with Cameron Moy (Fall 2024)

EXPERIENCE

Palantir Technologies

Present

Incoming Software Engineer

Seattle, WA

Databricks

May 2024 - Aug. 2024

Bellevue, WA

 $Software\ Engineer\ Intern$

- · Enhanced a testing tool in Scala to evaluate the performance of a distributed OLTP database under production traffic loads.
- · Enabled inorder* replaying of high-volume, live production traffic from N source databases onto one target database 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.
- · Architected a new, fault-tolerant workflow in AWS Lambda with Kotlin for modifying robot location data, performing **20 times faster** than the old workflow.
- 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.

TECHNICAL SKILLS

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