Michelle Liu

michellexliu.me | github.com/michellexliu | mliuu3259@gmail.com

EDUCATION

Carnegie Mellon University

May 2024

B.S., Information Systems; Minors, Human-Computer Interaction & Computer Science

SELECTED PROJECTS

Receiptify September 2020

- A web app that displays a user's top Spotify, Apple Music, and Last.fm songs in a receipt format
- Single-handedly scaled to 2+ million users, 9+ million page views, & \$10k+ MRR; Featured in USA Today, Business Insider, Popsugar, Bustle, Heavy.com, Screen Rant, and more

Muse February 2024 - August 2024

- An iPad app that empowers kids with generative AI to create their own stories
- Built out a complete React Native frontend, Node.js backend, and Supabase database; supporting
 features including canvas-based story creation, interactive read-aloud narration, Al image and story
 generation, page turns, and "choose-your-own-adventure" style story customization

EXPERIENCE

Software Engineer, Bloomberg

August 2024 - Present

- Mobile & frontend developer on the Bloomberg Connects app (React Native) and web app (Next.js)
- Led the development of a11y features and bug fixes towards the goal of achieving WCAG 2.0 status
- Currently developing map features to help visitors navigate through museums and discover artifacts

Team Lead & Software Developer, Autolab

August 2021 - December 2023

- Led a team of 10 developers to design and build features for an open-source autograding platform used by thousands of students and faculty across 30+ schools around the world
- Spearheaded overhaul of instructor grading interface, submission management system, and student feedback pages (Ruby on Rails, JavaScript, Python) from design to full-stack development to launch
- Managed an open-source community of 300+ members and served as first point of contact to CMU instructors regarding bugs and feature requests

Software Engineer Intern, Bloomberg

May 2023 - August 2023

- Created a new resource center for instructors in the Bloomberg for Education (BFE) portal; led the
 database design and system architecture, frontend development (React), and backend development
 (Ruby on Rails); released to 500,000+ production users
- Designed, built, and released an Express.js microservice for ingesting & querying Solr documents to enable full-text document search & filtering features in any context across the BFE app

Software Engineer Intern, Meta

May 2021 - August 2022

- Developed full-stack features (React, PHP, Hack, GraphQL) in Meta's internal Workplace web app, supporting knowledge recall; shipped to production for 70,000+ employees across all of Meta
- Designed and implemented new internal Meta employee Chrome extension features to enhance employee workflow; also shipped to production
- One of the 3 first engineers working on converting web features to a native app w/ Objective-C

SKILLS

React, Ruby on Rails, HTML, CSS, SASS, Vue, Node.js, Express, SQL, GraphQL, MongoDB, React Native, JavaScript, TypeScript, C, Java, Python, Ruby, PHP