Software Engineer · Full-Stack Web Development · Photography

Palo Alto, California · No visa sponsorship required to work in the US

Skills_

Programming JavaScript, Python, Java, TypeScript, SCSS, Make, Bash, LATEX

ApplicationsPhotoshop, Premier Pro, Inkscape, Ableton, FL StudioTechnologyReact, Next.js, Cypress, PostgreSQL, Firebase

Tooling Vim, Git, Linux, AWS, GCP, CI/CD

Experience

 Software Engineer
 Palo Alto, CA

 Tutorbook · tutorbook.org
 2019-02-Present

Created a web app used by schools and nonprofits to connect students with volunteer tutors and mentors.

- Worked with two schools and three nonprofits that serve over 5000 students and 1000 volunteers.
- Drafted a privacy policy and a terms of use compliant with California's CSDPA v2.
- Wrote and configured continuous integration for Cypress tests (74% code coverage).
- who te and configured continuous integration for Cypress tests (47% code coverage).
- Contributed to open-source libraries such as React, Next.js, RMWC, and the Firebase SDK.

Software Engineer

San Francisco, CA

2021-04-2021-12

 ${\sf Hammock} \, \cdot \, {\sf readhammock.com}$

- Developed a web app where you can enjoy reading and learning from newsletters.
- Increased page speed by migrating client-side business logic to serverless API functions.
- Protected against XSS by sanitizing email HTML server-side.
- Worked with Google's OAuth2, People, and Gmail APIs.

Research Intern

Palo Alto, CA

Stanford University · sing.stanford.edu

- 2018-09-2019-05
- Designed a methodology for building hardware component knowledge bases using machine-learning.
- Extracted both textual and non-textual information to create relational databases for hardware components.
- Produced application studies that highlight how these databases make hardware component selection easier.

Software Engineering Intern

Palo Alto, CA

Niveaux de Gris · niveauxdegr.is

2019-08-2020-01

- Developed an ecommerce website using Stripe, HTML, and vanilla JavaScript.
- Designed the antigone t-shirt collection using Adobe Illustrator.

Publications.

Creating Hardware Component Knowledge Bases with Training Data Generation and Multi-task Learning

ACM TECS

Luke Hsiao, Sen Wu, Nicholas Chiang, Christopher Ré, and Philip Levis

🖹 sing.stanford.edu/site/publications/tecs20hack.pdf · 🦻 github.com/lukehsiao/tecs-hardware-kbc

2019 Automating the Generation of Hardware Component Knowledge Bases

LCTES

Luke Hsiao, Sen Wu, Nicholas Chiang, Christopher Ré, and Philip Levis

 \blacksquare sing.stanford.edu/site/publications/hack-lctes19.pdf \cdot $\$ github.com/lukehsiao/lctes-p27