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Education

Grinnell College Grinnell, IA

BACHELOR OF ARTS

Graduate of the Class of 2020

- •Computer Science Major
- •Major GPA: 3.76 Overall GPA: 3.6
- •Deans list Fall 2016 and Spring 2017

Experience

Village Cook Bemidji, MN

CONCORDIA LANGUAGE VILLAGES, EL LAGO DEL BOSQUE

July-August 2016

•Worked under the head chef fixing daily meals for campers and washing dishes.

Camp Counselor Bemidji, MN

CONCORDIA LANGUAGE VILLAGES, EL LAGO DEL BOSQUE

July-August 2017

•Worked under Diane Tess as a Spanish immersion camp counselor, teaching children aged 6-18 Spanish conversational skills, and cultural knowledge.

Full Stack Software Engineer

Remote

EAVE TECHNOLOGIES July 2023 - February 2024

- •Headed product R&D after pivot to analytics, creating proofs of concept for tracking database changes, and HTTP requests
- •Owned code documentation automation product, supporting writing code docs in 13 of the most popular programming languages
- •Created dashboard web app with React. is and CSS flex-box to display the customer control panel for our product
- •Created PostgreSQL database relations and CRUD APIs in Python FastAPI and Express.js
- •Automated CI tests using Google Cloud Build and Docker
- •Implemented Slack OAuth signin for the Eave website

Software Engineer II (iOS)

Remote

February 2021 - July 2023 HONEY (PAYPAL)

- •Maintained automated deployment processes, and internal Slack bots, for Honey iOS and Android apps.
- •Developed UI for product detail and checkout pages using Swift and Xcode for the Honey iOS app.
- •Lead the design and implementation of automated translation system for both mobile teams, saving 6 hours of dev time each release.
- •Implemented new toast notification UI, causing a 40% jump in iOS checkout flow engagement.
- •Helped port the Honey iOS app from React Native to native Swift.
- •Created shared CI/CD distribution pipeline to make sharing mobile code between Honey and PayPal possible.
- •Lead multiple team culture/bonding activities, including regular bookclub and happy hour meetings.

Software Engineering Intern (Android)

Boulder, CO

June-September 2020 HONEY (PAYPAL)

- •Developed the team's first automated UI tests for major parts of the Android app.
- •Refactored inaccessible views to be accessible for screen readers, keyboard navigation, and large font sizes.
- •Built a screen to showcase our custom UI components, enabling greater reuse and easier tweaking of their functionality.

Software Engineering Intern

Mountain View, CA

HyTrust Inc.

June-August 2019

- •Used openAPI to make public Django API self-documenting, greatly reducing documentation update turn-around time.
- •Increased products' network security by integrating SSL certificate validation between linked products in the field, utilizing openSSL.
- •Used Coverity to locate and fix potential bugs in API code.

Head of Android Development

Grinnell, IA

August 2018 - June 2019

GRAMMIEGRAM LLC •Led a small team in an Agile environment with a test-driven approach.

- •Developed REST API in Python with Django for use in iOS and Android apps.
- •Created a proof-of-concept mobile app in Java that mirrors the messaging behavior of our web app.

Research Assistant Grinnell, IA

Undergraduate Research Project, Image Synthesis for Machine Learning

June-August 2018

- •Developed a C/C++ program to generate synthetic training data for a text recognizing neural network.
- •Training with data generator improved model accuracy by 10% over accuracy when trained on industry-standard data sets. •See the research code at https://github.com/niehusst/MapTextSynthesizer
- •See publication at https://ieeexplore.ieee.org/abstract/document/8978121

Co-Founder and Full Stack Developer

Grinnell, IA

April-August 2018

•Developed the backend for user preferences using Python and the Django framework.

- •Constructed and maintained unit testing for the GrammieGram web app.
- •Designed frontend UI for the contact management page using JavaScript and Bootstrap.
- •Gained experience working remotely with a team using Git version control.
- •See the website at https://grammiegram.com

AppDev Junior Engineer

Grinnell, IA

January 2018 - Spring 2020

APPDEV GRINNELL •Developed and wrote tests in Java for the Grinnell Directory Android application

•Gained experience writing tests using JUnit, Mockito and Espresso

Skills_

Programming Java, Kotlin, C/C++, Python, JavaScript

WebDjango, Ruby on Rails, HTML5, CSS

MobileAndroid

Spoken Languages English, Spanish

Interests Activities

Team Captain Grinnell, IA

GRINNELLEPHANTS ULTIMATE FRISBEE

August 2018 - May 2019

- •Gained experience as a teacher and leader.
- •I work with others to regularly plan and execute practices 3 times a week.

Android App Development

•Making useful apps that help me with daily problems or tasks

Robot Programmer Kalamazoo, MI

FIRST ROBOTICS COMPETITION, TEAM 6002

Oct. 2015 - May 2016

•Wrote Java code for the robot's basic abilities and autonomous mode.

Volunteer Grinnell, IA

POWESHIEK ANIMAL LEAGUE SHELTER

Sep. 2016 - May 2019

•Cleaned, cared for, and socialized cats and their environment.

Projects

Compliance Accomplice

Oct 2018

HackUlowa

- •Developed email middleware using Python to detect and prevent SEC compliance violations using Natural Language Processing.
- •Won "Best Commercial Potential" award from John Pappajohn Entrepreneurial Center and "Best use of Google Cloud" award from Major League Hacking.
- •See project at https://github.com/niehusst/ComplianceAccomplice

MyRSA June 2019

- •Implemented RSA encryption from scratch in C, using openSSL calculations.
 •Developed a TCP server using POSIX sockets for exchanging encrypted messages.

Robot Programmer Kalamazoo, MI

FIRST ROBOTICS COMPETITION, TEAM 6002

- Oct. 2015 May 2016 •Wrote Java code for the robot's basic abilities and autonomous mode.
 •Optimized PID controls to achieve smooth control of robot drive system.

Relevant Course Work