

# Shannon Jade Liu

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## EDUCATION

**Cornell University, College of Engineering**  
Bachelor of Science in Computer Science

Ithaca, NY  
August 2023–December 2026

## WORK EXPERIENCE

### Cybersecurity Engineering Intern

June 2025–Present

FactSet Research Systems Inc.

Norwalk, CT

- Worked on the Security Automation and Analytics team to build scalable, cloud-native security solutions and improve security tooling infrastructure
- Deployed the OpenCTI threat intelligence platform in FactSet’s Elastic Kubernetes Service environment using Helm, GitHub Actions, and AWS Secrets, enhancing threat visibility and workflow automation
- Designed and developed a vulnerability management dashboard with TypeScript and React.js, enabling visualization of vulnerabilities, asset exposures, and remediation progress to streamline security operations
- Collaborated cross-functionally with engineers, security analysts, and infrastructure teams daily standups

### Imaging Systems Software Engineer

October 2023–Present

Cornell University Unmanned Air Systems (CUAir)

Ithaca, NY

- Designed and built the “Plane System,” a Python/Rust-based Raspberry Pi application for GoPro image capture and settings control and real-time telemetry transmission; actively used by 60+ engineers on an autonomous aircraft for search and rescue competitions
- Developed the “Logs Page,” a full-stack web application using Java, JavaScript, React.js, HTML, and CSS to record and analyze test flight data, integrating real-time telemetry, imagery, and user input via APIs
- Led 10+ system tests, including unit, integration, and end-to-end validations; identified and resolved critical bugs in Wi-Fi setup, command communication, and hardware-software integration

### Research Intern

June 2024–Present

Interaction Research Lab @ Cornell Tech

New York, NY

- Contributed to the Bystander Affect Detection (BAD) Robots project to study how robots can detect and respond to repeated failures in human-robot conversations and improve robot communication
- Analyzed visual, audio, and motion data from 30+ human-robot interaction videos involving successive wizarded robot failures; extracted 66 features across 28K+ datapoints using Python and open-source libraries
- Built, trained, and evaluated multimodal time-series models (RNNs, transformers, linear classifiers) in TensorFlow and PyTorch using early, intermediate, and late fusion techniques for error granularity detection; achieved 90% intraparticipant and 70% interparticipant accuracy
- Published a peer-reviewed paper and presented at the 20th IEEE/ACM International Conference on Human-Robot Interaction, titled [“I’m Done”: Describing Human Reactions to Successive Robot Failure](#)

### Software Engineer Intern

July 2022

Trillium Trading, LLC

New York, NY

- Built and enhanced 6 Java-based trading simulators replicating stock quoting, borrowing, and authentication workflows, enabling safe, cost-free testing and supporting a production server used by 100+ equity traders
- Developed reusable tools and utilities to streamline request/response handling with broker-dealer APIs in a high-frequency trading environment, improving code modularity and deepening expertise in socket programming, network communication, and JSON-based protocols

## SKILLS

- Programming Languages: Python, Java, Rust, C++, JavaScript, TypeScript, HTML/CSS, SQL, OCaml
- Frameworks / Libraries: Tensorflow, PyTorch, NumPy, Pandas, Matplotlib, React.js, Spring Boot
- Tools: Git, Docker, Kubernetes, Helm, Github Actions, Amazon Web Services, Jira, Weights & Biases