

Xiaomin Liu

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EDUCATION

New York University

Bachelor of Arts in Computer Science, Minor in Mathematics

May 2026

GPA: 3.8

Coursework: Programming Languages, Machine Learning, Deep Learning, Theory of Computation, Operating Systems

Stuyvesant High School

June 2022

EXPERIENCE

Google

Incoming Software Engineer Intern – Google Cloud Networking Infra

Aug 2025 – Nov 2025

Sunnyvale, CA

- Developing C++ traffic flow eviction algorithms to offload packet processing between SmartNIC hardware and software

Meta

Incoming Software Engineer Intern

May 2025 – Aug 2025

New York, NY

NYU Courant

Teaching Assistant

Sept 2024 – Dec 2024

New York, NY

- Managed weekly office hours and graded problem sets and exams for 100+ students in CSCI-UA 310: Basic Algorithms

Niantic, Inc.

Software Engineer Intern – Pokémon GO: Maps/Explore/AR

May 2024 – Aug 2024

Bellevue, WA

- Mapped ocean regions to filter out inaccessible Pokémon spawnpoints by processing coastline data in Java and BigQuery
- Reduced Pokémon GO's daily weather API calls by 78% and saved \$280K annually by excluding updates in ocean regions
- Developed a quadtree merging pipeline in Apache Beam that normalized and compressed the ocean dataset by 99.1%
- Integrated Sentry's SDK into Pokémon GO's client to capture crash analytics, improving stability for 100M monthly players

NYU Law

Research Assistant

Mar 2024 – May 2024

New York, NY

- Automated the search and tracking of AI-related legislation in databases as part of [\\$500,000 MacArthur Foundation grant](#)
- Developed a LegiScan API client with Python and Pandas running on a weekly cron job to track more than 2,200 bills

Vantage (\$21M Series A, a16z)

Software Engineer Intern – Azure Integrations

July 2023 – Oct 2023

New York, NY

- Launched [Azure Active Resources](#) on Ruby on Rails to link metadata and enable filtering on \$4M worth of Azure resources
- Built a Temporal pipeline that concurrently updates 100,000+ PostgreSQL records across 30 Azure services every night
- Improved UX design by integrating multi-series line graphs with HTML and JavaScript to visualize monthly resource costs

PROJECTS

Nanotorch

Python

- Building an autograd engine with dynamic computational graph, akin to Micrograd but using NumPy tensors instead

Operating System Kernel

C++, C, x86 Assembly, Python, QEMU

- Built an operating system kernel with memory segmentation, hardware/software interrupt handling, and keyboard driver

Esolang Interpreter and Compiler

Rust, Racket, LLVM

- Built a Racket interpreter with static type checking, first-class continuations, and dynamic dispatch for objects
- Wrote a Rust compiler, including its lexer, recursive descent parser, and Abstract Syntax Tree to generate LLVM IR

SKILLS

Languages: C++, Rust, Python, Java, C, JavaScript, TypeScript, SQL, HTML

Technologies: CUDA, PyTorch, gRPC, GCP (BigQuery, Dataflow, Spanner), AWS (EC2, S2, RDS), Linux

Interests: Systems Programming, ML Infrastructure, Developer Tooling, Algorithms