James Liu

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TECHNICAL EXPERIENCE

Google Inc. | *Software Engineer* July 2018 – Present

- Full-stack engineer on the Google Cloud Billing Cost Reports team, focused on delivering tools and views to help customers analyze and understand their cloud spend.
- Tools I work on have X00,000 MAUs and are used by ~85% of enterprise Cloud customers to analyze over 90% of overall spend.
- Successfully drove design and development on high impact features, such as shareable reports, new dimension types, and several significant performance improvements (eg. taking browser memory usage on large accounts from 3GB down to 750MB and time to interactive from 34s to 8s)
- Hosted an intern, providing technical and career mentorship, leading to a successfully completed project by the end of the internship.
- Extensive work in **TypeScript** and **Angular**, in addition to proprietary **Java** based backends.

Google Inc. | *Software Engineering Intern* May 2017 – August 2017

- As an engineer on the Firebase Performance Monitoring team, I implemented a new,
 patented, interactive chart design for showing distribution densities, calculated from existing quantile-based data.
- Worked closely with designers and statisticians to ensure the charts were statistically accurate while maintaining a quality user experience.
- Worked extensively with AngularJS, D3, and several proprietary Google engineering tools.

Yelp, Inc. | *Software Engineer Intern* January 2017 – April 2017

- As part of the Growth team, I was responsible for developing features to drive app downloads and user engagement.
- Features I developed directly caused X00,000s of additional pageviews and X000s of app installs per month.
- Worked on a high visibility main site feature that allows users to send a business page from their computer to their phone via SMS.
- Implemented many check-in offer related features on the desktop site, including search result annotations, visibility on the business page, and sending offers to a phone.

TECHNICAL EXPERIENCE cont'd

Microsoft Corporation | *Software Developer Intern* May 2016 – August 2016

- Participated in the Garage Internship Program, an intensive 4-month session focused on building new and innovative software in teams composed entirely of interns.
- Worked closely with the Office team to develop a new feature within PowerPoint.
- Primary developer on the real-time backend, built with Node.js and utilizing Socket.IO and SOAP network interfaces, as well as the user-facing app, developed with Angular.
- Developed an Android app in partnership with the City of Vancouver to promote public art around the city, primarily using C# and Xamarin.

Broadcom Corporation | *Application Software Engineer Intern*

May 2015 - December 2015

- Developed a patch creation program from scratch for use in releasing new firmware binaries for VOIP desk phones.
- Created a YUV video converter in ARM and NEON assembly and later integrated it with the Android OS source code, allowing hardware devices to transcode raw 1080p video in real-time.
- Developed internal tools to generate test patterns, raw video, and audio from scratch in C.
- Used WebRTC native code to implement audio encoding in a VOIP audio test application.

University of British Columbia | *Undergraduate Teaching Assistant*

August 2014 - April 2016

- Taught over 150 students in weekly tutorials, in addition to designing, maintaining and ensuring tutorial content was up to date with the current course material.
- Helped answer students' questions online, and in-person during office hours, in addition to grading exams, assignments, and online quizzes.

SKILLS

- TypeScript, JavaScript, Python, Java, C#, C, C++, ARM, and NEON (SISD/SIMD) Assembly
- Angular, Node.js, Express
- Fluent with Windows, Mac OS X, and Linux
- Familiar with Adobe Creative Suite
- Proficient in Mandarin Chinese

EDUCATION

University of British Columbia, Vancouver, BC

Bachelor of Science, Computer Science September 2013 – May 2018 4.33 GPA in computer science courses 3.95 GPA overall