

# JERRY LIU

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Software Engineering class of 2020, University of Waterloo

## EXPERIENCE

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**Facebook** — Software Engineer Intern, Product Security *Jan – Apr 2019*

- Open sourced an internal tool used to triage security issues surfaced from static analysis by decoupling internal code and infrastructure dependencies (available at [git.io/fj800](https://git.io/fj800)).
- Built functionality which allows security engineers to view issues, view flows of tainted data, and navigate flows on the command line using IPython.
- Added debugging functionality for advanced users such as exploration of false negatives.

**Riot Games** — Software Engineer Intern, Continuous Service Delivery *May – Aug 2018*

- Standardized the setup and configuration of Jenkins servers for engineering teams at Riot by writing deployment automation in Terraform and Ansible.
- **Decreased build queue times by 90%** by leading the migration of a legacy Jenkins server onto the new automated infrastructure.
- Wrote and published an RFC proposing a standard strategy for the Continuous Delivery team to own and operate multiple Jenkins instances across Riot.

**DataDog** — Software Engineer Intern, Developer Efficiency *Sep – Dec 2017*

- **Decreased frontend deploy times by 80%** by modifying the versioning of static assets.
- Incorporated the Bazel build system into DataDog's Golang monorepo while ensuring interoperability between language tooling and build tooling.
- **Reduced continuous integration (CI) pipeline times by 25%** by implementing dependency caching and using tracing tools to identify bottlenecks.

**Shopify** — Production Engineer Intern, Developer Acceleration *Jan – Apr 2017*

- Introduced Minikube as a local service runner into development environments.
- Automated Minikube operations and the management of Kubernetes resources such as MySQL, Redis, and NGINX.
- Benchmarked custom builds of Rails and Ruby by integrating a JSON API to the [rubybench.org](https://rubybench.org) Rails app and deploying it internally on Heroku.

**Qlik** — Software Engineer Intern, Internal Tools *May – Aug 2016*

- Took crash-inducing load off of production MongoDB nodes by implementing a new microservice for the cloud platform using Terraform, Docker, and Bash scripts.
- Increased data relevancy by creating data connectors, using NodeJS to collect data from various sources (ex. Elasticsearch, Jira, GitHub) and loading it into analytics apps.

## SKILLS

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**Languages:** Python, C++, C, Ruby, Go, Java, Scala, OCaml, SQL, Bash

**Technologies:** Ansible, Jenkins, Buck, Bazel, Gitlab CI, Minikube, Kubernetes, Docker, Rails, Elasticsearch, AWS, Heroku, Terraform, Packer, Git, Mercurial