Gram Liu

San Francisco, CA · gram@gramliu.com · gramliu · gramliu · gramliu.com

Education

Carnegie Mellon University
Bachelor of Science in Electrical and Computer Engineering, May 2023

Additional Minors:
Computer Science

GPA: 3.92/4.0
Dean's List
Tau Beta Pi, Eta Kappa Nu

Relevant Coursework:
- Distributed Systems
- Database Systems
- Data Structures/Algorithms
- Computer Systems
- API Design
- Machine Learning
- Pattern Recognition Theory

Skills

Programming Languages:
JavaScript · TypeScript · Python · Kotlin · Java · Go · Objective C · Swift · C · C++ · Ruby

Technologies/Frameworks:
Node.js · React · MongoDB · SQL · Android · Docker · AWS · GCP · Bash

Awards and Honors

- *Best NLP Hack*, HackMIT 2022
- *Best IoT Hack*, HackMIT 2021
- *Top 3, Best Use of Google Cloud*, PennApps Fall 2020
- *8th Place*, Philippine National Olympiad for Informatics 2019

Research and Publications

Peekaboo: A Hub-Based Approach to Enable Transparency in Data Processing within Smart Homes
Co-Author, IEEE Symposium on Security and Privacy 2022
[10.1109/SP46214.2022.00142](10.1109/SP46214.2022.00142)

Work Experience

Stripe · Software Engineer II   July 2023 to Present
- Lead engineer for Tap to Pay on iPhone, the fastest growing product within Stripe Terminal, enabling merchants to accept card payments using just their phones
- Grew Tap to Pay on iPhone domestically and into 5 new international markets, including adding support for the Interac network in Canada
- Built first-of-its-kind anomaly detection and on-device testing infrastructure for Stripe Terminal, automatically improving reliability across all our product surfaces
- Developed new features across our Android and iOS SDKs, improving performance in high-latency environments
- Supported networks, partners, and strategic users in identifying issues with specific integrations. Independently scoped and rolled out fixes generalized to the rest of our users.

Stripe · Software Engineering Intern   May 2022 to Aug 2022
- Developed a novel instrumented testing framework that emulates physical readers on CI for automated testing
- Resolved CI flakiness that two engineers tried to solve unsuccessfully over the past 12 months, improving reliability of a core test suite from 80% to 100%
- Drove collaboration across 5 teams to investigate a key blocker in the development of future emulator tests and scoped out a solution to implement the fix

Dashlabs.ai (YC W21) · Software Engineering Intern   May 2021 to Aug 2021
- Built management platform with a team of 3 for the Philippine Red Cross (PRC) which was pivotal in the first mass COVID-19 vaccination roll-out in the Philippines
- Developed Apollo GraphQL and MongoDB schemas for management of clients, chapters, and members of the PRC
- Created backend microservice to generate vaccination cards with embedded QR codes

CMU Human Computer Interaction Institute · Research Assistant   May 2020 to May 2023
Computer-Human Interaction: Mobility Privacy Security (CHIMPS) Lab
- Built an IoT app development framework supporting reusable native privacy features
- Designed a domain-specific language (DSL), interpreter, and runtime for building decentralized privacy-centric smart city applications

Selected Projects

TartanHacks Software Suite · 2021-2023
- Spearheaded development design and development of DB schema and backend/REST API encompassing registration, scheduling, and project submission for TartanHacks

Pol.Lit · HackMIT Fall 2022 · Best NLP Hack
- Built platform to improve political literacy and accountability using OCR, Pegasus, and BERT to convert PDF scans of bills (>20pgs) into 1 paragraph summaries

Leadership

ScottyLabs · Director of Technology · TartanHacks Software Lead
- Managed 13 teams over 50+ members, developing software projects for the campus community
- Pioneered a REST API and website for CMU course information and expected hours per week which currently has had **3,600+ unique users**
- Built website showing availability of on-campus dining locations with **3,000+ monthly users**