

# BLURB

Full Stack SWE with 3 years of experience in various industries including education, civic research/design, transportation, GOS/defense, and healthcare; a sponge with a passion for quality code and user/developer experience and a desire to craft software in a mission-driven environment.

# EXPERIENCE

## EQUIP (SERIES B STARTUP)

*Software Engineer (Full Stack) — January 2021 - current*

- **Tech Stack:** React w/ Typescript + Hooks, Java w/ Micronaut + JOOQ + Flyway, PostgreSQL, Docker, CircleCI, AWS (API Gateway, Cloudfront, ECS/Fargate, Lambda, S3)
- Rapidly scaling remote mental healthcare startup with focus on providing outpatient telehealth treatment for patients with eating disorders.
- Developing V2 of online EMR for enabling medical providers to provide care for patients while maintaining V1 production platform, improved **latency** and **stability** of platform by **100%** (apdex).
- **Architected foundation** for and continuously developing platform's web-based SPA, including parts of infrastructure and CI/CD, primary tech stack, and repo + library management strategies.
- Revamped core product from a **monolith** to modern **microservices** using the hexagonal architectural pattern (ports and adapters) for our backend API and static web-app (SPA) served on a CDN, all with **extremely high scalability** in mind.
- 5th engineer on the team, joined when company was in **Seed stage**, been through two funding rounds and experienced the growing pains of a **rapidly scaling startup** while three of the five original engineers left the team with no additional hires for months.

## CHESAPEAKE TECHNOLOGY INTERNATIONAL (CTI)

*Associate Software Engineer — March 2020 - December 2020*

- **Tech Stack:** Java, JBoss Weld CDI, Gradle in Groovy, JFormDesigner
- Developed custom software and UI for an airborne electronic jamming system and mission planning in collaboration with General Atomics (GA) and the Department of Defense (DoD)
- Contributed to open-source Government off-the-shelf (GOTS) software being used widely across many departments within the US military.
- Worked remotely from home due to COVID and in a distributed team with coworkers from over 10 offices throughout the entire US from San Diego, CA to California, MD, Kailua, HI, and more.

## PROTO LAB (UCSD)

*Frontend Developer — October 2019 - March 2020*

- **Tech Stack:** React Hooks, TypeScript, Webpack, Firebase, Docker, CircleCI, Ant Design, Redux
- Developed new portal for Design for San Diego (D4SD), an innovation challenge structured around the human-centered design process that seeks to solve complex civic problems.
- Worked closely with project lead (professor), PhD students, and fellow grad and undergrad researchers in weekly scrum meetings, cross-team collaborations, and planning sessions.


## LYFT


*Front End Software Engineer Intern — June 2019 - September 2019*

- **Tech Stack:** React Hooks, Typescript, MobX, DeckGL, Material UI, SaltStack
- Developed an internal front end visualization platform / single-page application (SPA), providing a common SDK for map visualization that is used by multiple developers at Lyft.
- Organized and led major redesign project of UI/UX of webapp, mapped out implementation timeline for revamping modular UI components with designs from contracted firm, and implemented core components.

LEE  
LIANG

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# EDUCATION

## UNIVERSITY OF CALIFORNIA, SAN DIEGO

*B.S., Computer Science Major / Interaction Design Minor*

*Sep 2016 - Mar 2020*






*Major GPA — 3.419*

*Overall GPA — 3.314*

- Advanced Data Structures
- Design / Analysis of Algorithms
- Computer Networks and Networked Services
- Principles of Computer Operating Systems
- Programming Languages and Compilers
- Web Mining and Recommender Systems
- Wireless Embedded Systems
- Human Computer Interaction Programming Studio

# TECHNOLOGIES

## My main handles are:

- React 
- JS/TS/Node 
- Java 
- SQL 
- AWS + CircleCI 

## I've also dabbled in:

- ARM/x86
- Bash
- C/C++
- Docker
- ELK Stack
- Haskell
- OCaml
- Terraform