PAULOS LIU

PROFILE

Software engineer with experience in creating full-stack applications that are usable, scalable and reliable. Proven success in optimizing device communication and monitoring for over 1 million devices, reducing firmware testing deployment times, and enhancing installation app success rates. Passionate about learning, driving innovation and fostering collaborative environments for impactful solutions.

EMPLOYMENT HISTORY

Team Associate, International Mission Board, Tokyo, Japan

MAY 2024 – PRESENT

Eight month "sabbatical" to try to build a collegiate ministry in a cross-cultural, cross-language context. Helped coordinate over 130 American short-term volunteers. Lots of listening, learning, iterating and hard work!

Software Engineer 3, Lytx, Inc., San Diego, CA

SEPTEMBER 2021 - MAY 2024

Designed and developed scalable systems for over 1 million devices within the Lytx ecosystem, utilizing .NET, Kafka, Angular, Elasticsearch, DynamoDB, REST, and Node.js.

- Improved reliability and efficiency for over 1 million devices by managing and optimizing data flow using .NET, Kafka, and Flink.
- Enhanced device installation success rate from 85% to 94% by rebuilding Lytx's installation app from the ground up in the cloud.
- Reduced tech support resolution time from days to minutes by implementing efficient real-time data retrieval solutions using Elasticsearch.
- Accelerated firmware testing and iteration process by leading the development of a firmware management application, empowering engineers with rapid testing capabilities.
- Enabled global device functionality by spearheading cross-functional projects, leading initiatives to adapt Lytx devices for use in South Africa.

Software Engineer, Madcap Software, San Diego, CA

SEPTEMBER 2018 - SEPTEMBER 2021

- Reduced loading times by up to 90% by optimizing and cleaning up legacy web outputs
- Enabled entry into a new market by building the eLearning output from scratch.
- Achieved full compliance with 508 and WAI-ARIA accessibility standards by revamping web outputs, improving accessibility for all users.

EDUCATION

B.S. Cognitive Science - Design, University of California, San Diego

SEPTEMBER 2015 - JUNE 2018

Developed a deep appreciation for human-first engineering and design. Minor in Computer Science.