

eris liu

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🏠 eliucidate.github.io

🌐 eliucidate

Software Engineer

- 4+ years software engineering experience building modern web apps, optimizing web performance, and full-stack development owning APIs and designing front-end data flows across the web stack
- Collaborative engineer committed to working within teams and cross functionally in order to ship high quality, scalable code and products
- Experience rapidly building out and maintaining products, iteratively designing experiments for data-driven A/B product testing, and working on SEO at scale

Employment

TikTok

San Francisco, CA

SOFTWARE ENGINEER (USER GROWTH - SEO)

Jul. 2022 - Aug. 2023

- Architected and built new /channel/ page for tiktok.com to unify keyword landing pages with redesigned UI using React/Typescript
- Leveraged interlinking strategy to better improve page comprehension for search bots and better integrate SEO-facing pages into the user product experience
- Built out the internal documentation and onboarding flow for the entire US SEO team as the first engineer to join the team and established the team workflow for scrum, experiment review, and knowledge shareouts

Pinterest

San Francisco, CA

SOFTWARE ENGINEER (LOGGED OUT PRODUCT/SEARCH TRAFFIC)

May 2019 - Jan. 2022

- Shipped key parts of Node.js web server migration resulting in platform-wide performance improvement of 2% for first contentful paint
- Lead the project to build modular ideas pages (/ideas/ URL) as part of our content strategy to deliver authoritative and updated unauth content to unauth users and search bots
- Worked closely with design to iterate on the design of ideas hub pages and write the APIs to fill the content for the page
- Built and maintained an internal tool for content management on ideas pages to allow international stakeholders to create and customize content for ideas pages while storing and automatically submitting strings for translation

Pinterest

San Francisco, CA

SOFTWARE ENGINEERING INTERN

May 2018 - Aug. 2018

- Spearheaded project to rearchitect and redesign unauth profile, leading to 20% increased signups through the page, 10% increased total traffic to the page, 15% increased average session length
- Migrated profile routing and resources from a legacy framework to pure React for 5% increase in page load speed
- Iteratively optimized profile for search ranking through improved interlinking, text signal, and page metadata
- Deployed web platform changes to improve error code handling and page routing redirect logic

Activision Blizzard

Albany, NY

SOFTWARE ENGINEERING INTERN

May 2017 - Aug. 2017

- Worked as part of the Destiny 2 development team to create novel gameplay experiences in the Spire of Stars raid lair
- Added new functionality and streamlined existing behavior for latency-tolerant exchange of networked gameplay object
- Communicated closely with designers to expedite engineering support for the creation of key gameplay features/code

Education

Brown University

Providence, RI

Sc.B. COMPUTER SCIENCE AND APPLIED MATHEMATICS

2015-2019

Skills

Front-end Web React.js, Javascript/Typescript, Node.js, Redux, HTML5, Django
Full-stack Python, SQL, C++, Java, Bash, PostgreSQL, Git
Languages English (fluent), Mandarin (fluent), Korean (basic)