

Stephanie Liu

Design engineer who makes complex tools and interactions simple to use – turning hard technical systems into interfaces people can pick up without a manual.

CONTACT

San Francisco, CA

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SKILLS

LANGUAGES

TypeScript, JavaScript, Python, C++, Go, SQL

UI / FRAMEWORKS

Lit, Angular, React, Ruby on Rails, CSS, TensorFlow

DESIGN

Figma, prototyping, design systems, UX research

DATA

BigQuery, Airflow, Dataform, Pandas, Plotly, D3.js

EDUCATION

Williams College

B.A. Economics & Computer Science, 2018

GPA 4.0 · Phi Beta Kappa · MIT EECS study-away (2017). Co-founded UNICS and ran its mentorship program; TA'd Intro CS & Data Structures, tutored Linear Algebra.

EXPERIENCE

UX Engineer · Google

Feb–Oct 2025

- Took engineering out of the loop for YouTube ad-format testing – re-designed an internal prototyping tool so UX designers and researchers could build functioning prototypes themselves.
- Built YouTube Shorts prototypes for user research and shipped new toolkit capabilities.

Lit · TypeScript · CSS · Figma

Software Engineer · Waymo

Nov 2022–Feb 2025

- Built the internal labeling platform delivering high-quality, low-cost, diverse labeled datasets to Waymo ML teams.
- Opened labeling to non-technical users – designed a new self- and auto-labeling interface as LLM capabilities grew.
- Simplified a complex label-request workflow into a guided multi-step form, onboarding new users with less engineering support.
- Primary liaison between AI/ML engineering and internal labeler teams; turned feedback into prioritized changes and rollout plans.
- Partnered with the India labeling team to build a faster, more intuitive way to verify label accuracy and respond to feedback.

Angular · TypeScript · CSS · C++ · Python · Figma

UX Research (20%) · Waymo

Aug 2023–May 2024

- Interviewed riders and ran a 4-week pickup/dropoff diary study for the Waymo rideshare app in SF and Phoenix; analyzed and visualized results into a final presentation.
- Synthesized qualitative and quantitative feedback into actionable product recommendations.

Colab · Python · Plotly · SQL

Analytics Engineer · Nuro

Mar 2021–Oct 2022

- Overhauled the org's pipelines, data lakes, and workflows in Dataform; consolidated sources and wrote the documentation that made data easier to analyze and debug.
- Owned Cost-Per-Mile monitoring scripts and dashboards referenced weekly by operations leads.
- Built scheduling tools, job monitoring, and resource-efficiency improvements supporting ML teams.

Go · Python · JavaScript · Airflow · SQL · BigQuery · GKE · Kubernetes

Software Engineer · Google

Oct 2018–Mar 2021

- Built a logistic-regression model predicting display-ad callout quality to throttle low-value callouts – \$80M ARR; owned serving, pipelines, dashboards, and the TensorFlow model.
- Analyzed the cause of unfilled impressions and built an ongoing multicall-detection model for mobile app ads.
- Interviewed L3/L4/intern candidates, served on the Hiring Committee, and mentored an intern who joined full-time.

C++ · Python · JavaScript · SQL · Pandas · TensorFlow