

Carl Shikang Liu

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Experience

Head of Engineering, Presence (*Sequoia / Lightspeed backed*)

Menlo Park, USA, 2022 - 2025

- Led product design and engineering for a 20-person team; achieved product-market fit and scaled to millions in ARR, securing \$20M+ in funding
- Led development for cross-platform applications spanning Web, mobile, and interactive platforms, leveraging modern frameworks, backend systems, and computer vision technologies
- Executed AI-driven media campaigns, boosting ROI from 89.8% to 217.4%

Software Engineer II, Airbnb

Remote, 2020 - 2022

- Built customer agent tools and chatbot features, including reply templates that improved ticket resolution time
- Rebuilt support classification with a BERT-based model, enabling the chatbot to resolve more issues
- Automated customer support notifications, reducing related human support calls budget by \$24 Mil
- Maintained airbnb/visx (>20k stars on Github) adding support for React 18/19
- 2021 Hackathon Winner: developed a 3D Earth visualization showing travel history on Airbnb

Software Engineer, Tableau Software

Seattle, USA and Vancouver, Canada, 2017 - 2020

- Built Tableau Public, enabling millions of users to analyze and publish data visualizations online; feature lead for hashtags, search autocomplete, image/thumbnail generation with server-less architecture
- Refactored Tableau Online to TypeScript, React, Redux and set up CI/CD pipelines, accelerating feature delivery and improving developer experience
- Delivered talks at Tableau Conference 2017, React Conference 2019, and AWS Re:Invent 2019

Education

Stanford University, California, USA

Autumn 2025 – April 2026

M.S. in Human-computer interaction

Co-organized QuantiPhy Challenge (NeurIPS 2026) with Fei-fei Li; Supervised by Prof. Nick Haber, Autonomous Agents Lab

McGill University, Québec, Canada

September 2013 – April 2018

B.A. in Computer Science (HCI + AI)

Skills

Languages	Java/Kotlin, JavaScript (TypeScript), C#, Swift, Python, SQL, C, Ruby
Tools/Frameworks	Unity, iOS, React, Redux, D3, Git, Unity, Flask, Tableau, AWS, Docker, Kubernetes, Terraform, GraphQL, Kafka, ARKit/ARCore, Mediapipe
Others	User Growth, Media Marketing, CI/CD, Algorithms, UX/UI Design, Serverless

Projects*

ConfidentLM

- On-device LLM infrastructure with local inference, memory-efficient model execution, and integrated hallucination detection / confidence verification pipelines.
- Project at [App Store](#)

Patternize.io

- An e-book that explains data structure and algorithms using user-friendly D3 visualizations, ~500 stars on Github
- Project at patternize.github.io

* Code is also available at github.com/gazcn007 and carlrocks.com