Leo Xia

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Summary

Software engineer with full stack experience. Holistic understanding of software design: I always keep the customer in mind. My proven leadership track record makes me both an independent learner and a team player.

Education

The University of Texas at Austin – B.S. Electrical Engineering, May 2018
Overall GPA: 3.16/4.00

Experience

Amazon.com, Inc. – June 2017 - August 2017
Software Development Engineer Intern
Distributed systems design for Amazon's retail website and other services using Netty, EC2, and WebSockets. My project provides server protection and pushes core business priorities: customer experience, Amazon Web Services adoption, and maximizing efficiency of backend resources.

Roku, Inc. – May 2016 - August 2016
Quality Assurance Intern
Wrote automated unit tests for streaming products with Python and BrightScript which were pushed out to production and run every firmware release. Led the set up for the creation of a new automation lab which increased testing efficiency and debugged existing test issues in Jenkins.

Activities

3 Day Startup Austin – Lead Organizer
Led a team of twenty people and managed $5000 running a 72 hour learn-by-doing startup workshop which resulted in multiple startup success stories.

Code Orange – Mentor
Mentored at risk youth, teaching them coding fundamentals with Scratch and fostering an interest in STEM by helping them with a semester long coding project.

Electrical Engineering Tutor – Circuits Tutor
Taught and reinforced circuit analysis concepts for students enrolled in Circuits class which yielded an increase in homework/test scores.

Projects

Street Fighter – April 2015
Designed a Street Fighter video game in C from scratch using a TM4C123 microcontroller by interfacing hardware including LCD, speaker, DAC, ADC, UART, buttons, slider and implementing software opponent strategy and sprite updates.

Skills

Java, C, C++, Python, JavaScript, HTML, CSS, Assembly for ARM Cortex M4, LabVIEW, Perforce, UNIX, TestRail, Jira, Netty, WebSockets, Hardware Interface, Concurrent Design