

MICHAEL XIAN

CONTACT

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🌐 Michael Xian

SKILLS

Languages

Java (6 yr)
Bash (4yr)
Python (3yr)
HTML/CSS/Javascript (3yr)
C++ (2 yr)
C (1yr)
SQL (1yr)

Technologies

React
Unity
Google Cardboard
Docker
Virtual Reality
Kubernetes
OpenShift
MiniShift
Jenkins
Kafka
Mockito
Guice
Spring Boot
SikuliX

REFERENCES

Scott Peacock
Team Lead at Global Relay
604-729-1275
scott.peacock@globalrelay.net

Alex McRoberts
Software Development Manager at Hootsuite
604-728-7830
alex.mcroberts@hootsuite.com

WORK EXPERIENCE

📅 May 2020 - Sept 2020
📍 Hootsuite

Software Developer Co-op

- Worked on Python endpoints and unit tests
- Completed End-To-End tickets, including front-end work, API calls, and endpoint changes.
- Created metrics to monitor endpoint failures and usage rates using Splunk
- Handled multilingual emails/forms using Smartling
- Developed an employee advocacy service using Agile methodology.

📅 Sept 2019 - May 2020
📍 Global Relay

Software Developer Co-op

- Lead design discussion on MongoDB container in Kubernetes/OKD
- Created APIs using Armeria/Spring Boot for services and exposed them to outside traffic through Kubernetes routes.
- Unit tested my features using JUnit, Mockito, and Guice.
- Refactored libraries/command-line tools for increased readability and testability.
- Worked with distributed systems using Kubernetes/OpenShift/MiniShift.
- Developed a microservice based solution for compliance in the financial industry using Agile methodology.
- Assisted in on-boarding new team members
- Utilized Jenkins pipeline for continuous integration.

EXTRA-CURRICULAR

📅 Sept 2018 - May 2019
📍 UBC Launchpad - Internado

- Created module using React to show results from server query on job/internship postings.
- Created authentication endpoint.

📅 Sept 2017 - May 2018
📍 AMS Game Development Association - w1ck3dpr0bl3m5

- Worked in a team of 4 with ORICE (the Office of Regional and International Community Engagement) to create a VR experience to help familiarize ASTU 401 students with the "wicked problems" they are dealing with in the course.
- Made using Unity, C#, Google Cardboard, Virtual Reality.

VOLUNTEERING

📅 Sept 2018 - Dec 2018
📍 Emerging Media Lab - Main Mall Hustle

- Implemented dashing mechanism in C#, which also allows the user to ignore collision, for a virtual reality experience aimed at familiarizing users with the layout of UBC.

📅 Sept 2018 - Sept 2019
📍 Code the Change Foundation - YWCA

- Implemented a template for paragraphs using PHP, which was used by other team members in a registration web app for YWCA.

EDUCATION

📅 Sept 2017 - Present
📍 University of British Columbia, Vancouver

In the Bachelor of Science program, with a specialization in Computer Science. 3.95 GPA.