

Shirley Xu

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PROJECTS

FITNOTION - FALL 2021

Engineered a React application that communicated with both the FitBit and Notion RESTful APIs to pull FitBit health tracker information and make calls to update a Notion page with daily exercise statistics.

OSMI MENTAL HEALTH VISUALIZATION — SPRING 2020

Conveyed the significance of company policies that protect workers who require aid by developing part of a visualization for analyzing various OSMI data using d3.js, Javascript, HTML, CSS, and Bootstrap.

MULTIPLAYER AND AI-SUPPORTED CONNECT THREE - FALL 2018

Commandeered the development of the web app's UI in React and interaction with the Java-based back-end server using JavaScript Socket APIs

EXPERIENCE

GAME DEVELOPER, LUNATIC LLC; REMOTE — JUNE 2020 - SEPTEMBER 2021

Spearheaded the development of blueprints, C++ code and concept art for the user interface of Abyssal: Annihilation, a procedurally generated dungeon crawler game.

- Devised the code and design for all UMG widgets used in the game as UI elements, adding interactivity and considering ease of use
- Programmed the seed-based procedural map generation from scratch
- Worked in a flexible, rapid-growth startup environment
- Developed the procedurally generated skill system concept into an efficient, user-friendly experience

ESCALATION ENGINEER, DELL EMC; HOPKINTON, MA — MAY 2019 - AUGUST 2019

Streamlined troubleshooting of storage arrays by engineering triage scripts in Perl for NGTRiiAGE, used by the Escalation Engineering team to parse and analyze thousands of customer storage array output files

- Pioneered the test-driven development and deployment of the fault analysis script for RAID-supported storage pools, adapting the script for brand-new storage system types
- Scrutinized virtual and physical storage arrays across distributed systems, communicating via Linux command line tools

EDUCATION

UNIVERSITY OF MASSACHUSETTS AMHERST; AMHERST, MA — FALL 2016 - SPRING 2020

B.S. in Computer Science with a Linguistics minor; GPA 3.385 with study abroad experience at the Karl-Rupprechts University of Heidelberg

BRANDEIS UNIVERSITY GPS; WALTHAM, MA — FALL 2021 - CURRENT

Enrolled in a part-time Bioinformatics Master's degree program

SKILLS

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| • MERN stack (MongoDB, Express, React, Node.js) | • Bioinformatics, organic chemistry, molecular biology | • Data structures, algorithms, discrete mathematics |
| • HTML, Javascript, CSS, Bootstrap, REST APIs, d3.js, AWS | • Docker, Django | • Human-Computer Interaction and UX Design |
| • Linux Command Line, GIT, MySQL, PostgreSQL, GraphQL, Perl | • D3.js, Data visualization, Elastic Search, Airflow | • Unreal Engine 4, Blueprints, C++ |
| • Python, Java, C, Django, Flask | • Agile development, Scrum | • German (DSH-2), Spanish, French |