

Alexander Xie

alexander.xie3@gmail.com - (609) 997-8369 - New York Metropolitan Area

Links

alexanderlx.com
github.com/sorrer
sorrer.itch.io
linkedin.com/in/sorrer

Skills

Development Operations
Project Management
Organization
Leadership
Web development
Teaching/Mentoring
Kubernetes
PostgreSQL
Kafka
Game Development
Unity Development
Real Time Networking

Languages

C#
C++
C
SQL
Java
JavaScript (with Typescript)
Relational Databases
Vue / UI frameworks
Python
HTML/CSS/JS

Interests

Automation
Game Development
3D Modeling
Rock Climbing

Experience

LightRiver Software

Lead, DevOps & Full Stack Software Developer

June. 2022 - Present

Holmdel, New Jersey

- Spearheaded the development of an innovative full-stack data-driven application, leveraging TypeScript, Node.js, Fastify, and Vue3, resulting in a new revenue stream and increase in product value
- Designed and implemented GitLab CI/CD/Github Actions, greatly enhancing development efficiency and facilitating a shift to cloud technologies.
- Led, hired, and mentored a team of 4, adopting Agile/Scrum practices to streamline product development, achieving successful delivery dates.
- Integrated a scalable asynchronous data processing architecture, significantly improving system reliability, usability and compatibility.

Creation of Games Society

President (May 2019 - May 2022)

Sept. 2018 - May 2022

Rutgers University

- Revitalized the organization post-COVID-19, growing the community to 700+ members and fostering a collaborative environment for game development.
- Organized and led educational events, significantly enhancing members' software development, project management, and artistic skills.

Projects

Project W

Lead Developer

Nov. 2021 - May 2022

Rutgers University

- Introduced a team for a successful Kickstarted academic project using C# and Unity 2D, focusing on human behavior research through games.

Untitled Game - Tutorial Project

Project Lead/Programmer

Jan. 2020 - Aug. 2020

Creation of Games Society

- Developed a Unity2D game teaching basic game development mechanics
- Enhanced learning for creation of games society members

Education

Rutgers University

BS in Computer Science

May 2022

New Brunswick, New Jersey