Alexander Xie

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Technical Expertise

Technologies - Vue3, Typescript, Node.js, C#, Kafka, PostgreSQL, Docker, Kubernetes, GitHub Actions, GitLab CI, REST APIs, NGinx, Unity, C, Python, Figma, Linux, Monorepo, Analytics, OIDC
Skills - Agile methodologies, Project Management, UX Design, 3D Graphics, Full Stack Development

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Experience

LightRiver Software	**June 2022 - Present**
Software Engineering Manager	Holmdel, New Jersey

- Spearheaded a new project beginning with designing working concepts leading to having a full product incorporating a legacy application. Launched and trialed to a B2B customer base (Tier 1 ISPs), increasing sales and improving customer reception https://prism.lightriver.com/
- Advocated for and integrated a modern DevOps toolchain (GitHub, CI/CD, Docker, Kubernetes), resulting in higher code quality, faster team velocity, and improved morale.
- Hired and mentored a new team of 10, leading daily standups, managing sprints, code reviews, mentoring team members, and solving complex blockers.
- Architected a new full stack aligned with product goals including Vue3, Typescript, NodeJS, Fastify, Prisma, Message Broking with Kafka, PostgreSQL, and more.
- Integrated core features including OAuth 2.0, account management, error monitoring, site analytics, map systems, white labeling, multi-language support, AI integration, and more for a well-rounded user-focused SaaS product.
- Designed an innovative UI/UX framework enabling custom dashboards for executive-level visualization of fiber optic networks, earning strong internal and external reception.
- Developed and shipped new features on a 20-year-old flagship product using C, Linux, and Apache. Modernizing legacy processes and expanding feature capabilities.

Creation of Games Society (University Organization)	**September 2018 - May 2022**
President (May 2019 - 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.
- Developed multiple Unity and C# game projects with differing teams of club members. https://sorrer.itch.io/

Project W	**November 2021 - May 2022**
Lead Developer	Rutgers University

- Led and managed a small team to create a game for a Professor's Dissertation about human behavior which became a successfully supported Kickstarter with 94 backers supporting and pledging $11,000 to the project.

Education

Rutgers University	**September 2018 - May 2022**
BS in Computer Science	New Brunswick, New Jersey