

Xinxin He

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Software Engineer

Technically proficient engineer professional with solid history of effective UX/UI engineering and software development.

TECHNICAL PROFICIENCIES

<i>Programming Skills:</i>	HTML5, CSS3, Bootstrap, JavaScript, ES6, Angular2, React, REST API, Node.js, Express, Redis, Python, MongoDB, Docker, Tensorflow, NLP, JSON, NoSQL, SQL, java, C#.NET, Nginx
<i>HCI Methods:</i>	Competitive Analysis, Heuristic Evaluation, Usability Testing, Sketching, Storyboarding, Prototyping
<i>Tools:</i>	NPM, Postman, Virtualbox, Git, Unix / Linux, Amazon EC2, Photoshop, Illustrator, Sketch

EDUCATION AND BACKGROUND

Indiana University-Purdue University, Indianapolis, Indiana

Master of Science in Human-Computer Interaction (GPA: 3.66)

Beihang University, Beijing, China

Bachelor of Science in Software Engineering (GPA: 3.80)

Secondary Degree in Art Design (GPA 3.90)

PROFESSIONAL EXPERIENCE

Telamon Corporation, Carmel, Indiana

System Analyst (6/2015 – Present)

- Designed and implemented business process systems at every stage of the SDLC with a cross-functional team to author process flows/diagrams.
- Built high-fidelity mockups rapidly with HTML, CSS, JavaScript, AngularJS, Firebase, etc, guiding clients through customized modules such as dashboard, indexing, GL coding, exception handling, approving, and report exporting.
- Overhauled systems to ensure user requirements were met accurately with a 5% faster delivery time.

Bittiger, Remote

Fullstack Software Engineer (7/2017 – 8/2017)

- Interfaced with project managers to identify problem space and architect the solution wireframes for Bittiger online question board to facilitate the communications between teachers and students.
- Determined frameworks and leaded to architect the application using Angular and Flask.
- Tested the application with project managers for final delivery and received five-star satisfaction.

ITEC Internship/Indiana University-Purdue University Indianapolis, Indianapolis, Indiana

UX Programmer (6/2014 - 8/2014)

- Invented, prototyped and implemented a web tool that allows users to design patterns using only a keyboard, developed with pure HTML, CSS, JavaScript, jQuery.
- Interviewed art professors and students by diagnosing their needs and conducting usability testing.
- Exceeded user expectations and earned 100% positive feedback.

Neusoft Corporation, Beijing, China

UI Design Intern (11/2012 – 1/2013)

- Designed user-facing UI modules and illustrations for web and tablet applications with technical feasibility.
- Collaborated with a cross-functional team to design standards and styles for the China Unicom tablet app.

FULLSTACK PROJECTS

Online Judge Collaborative System, 2017

- Implemented a web-based collaborative code editor which supports multiple users editing simultaneously (ACE, Socket.io, Redis)
- Designed and developed a single-page web application for coding problems (Angular2, Node.js, MongoDB)
- Built a user-code executor service which can build and execute user's code (Flask, Docker)
- Refactored and improved system throughput by decoupling services using RESTful API and loading balancing by Nginx (REST API, Nginx)

Top News: Real Time News Scraping and Recommendation System, 2017

URL: <http://ec2-52-14-127-114.us-east-2.compute.amazonaws.com:3000/>

- Implemented a data pipeline which monitors, scrapes and dedupes latest news (MongoDB, Redis, RabbitMQ, TF-IDF)
- Built a single-page web application for users to browse news (React, Node.js, RPC, SOA, JWT)
- Implemented a click event log processor which collects users' click logs, then updates a news preference model for each user (NLP)
- Designed and built an offline training pipeline for news topic modeling (Tensorflow, DNN, NLP)
- Deployed an online classifying service for news topic modeling using the trained model