ANDY XUE

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EDUCATION

Georgia Institute of Technology Atlanta, GA
BS Computer Science *GPA: 3.86* Aug 2014 - May 2018

WORK EXPERIENCE

The Home Depot - Software Engineer Atlanta, GA
Summary June 2018 - Present

- Contributed to various resilient POS tax applications handing thousands of requests per minute while maintaining 99.99% uptime as part of a company-wide initiative to replace legacy systems.
- Connected with stakeholders through weekly demos, design studios, and usability tests to meet and anticipate business requirements.
- Used TDD, pair programming, CICD, and other Agile principles daily to deliver features in weekly iterations on balanced teams.
- Helped modernize technical portion of hiring process, participated in career fairs, pair programmed with software engineer candidates, and onboarded new hires to maintain top talent.
- Leveraged VS Live Share, Slack, Microsoft Teams, and Miro Boards to maintain productivity after sudden COVID-19 WFH policy.

Tax Exempt Team Dec 2019 - Present

- Led research on CICD pipelines, secrets management, Google Cloud Platform deployments, database schema designs, and other libraries to make and justify technology decisions for the team.
- Onboarded POS systems onto a modern and microservice-based architecture using React, Express, and PostgreSQL to deprecate legacy tax exemption systems for customers and Home Depot associates.

Tax Mapping Team Oct 2018 - Dec 2019

- Iterated on SKU mapping React app and tax table publishing services to adapt to evolving tax accountant and business needs.
- Spearheaded refactoring an existing in-house app monitoring tool to eliminate false positives, standardize alert messages, simplify app onboarding, and emit metrics to a Wavefront dashboard to support the team's software reliability needs.
- Guided the team's front-end technical decisions as React subject-matter expert.

Tax Commons Team June 2018 - Oct 2018

- Worked on Spring Boot tax apps to help create a single source of truth for calculating taxes on products for POS systems.
- Created a monitoring service during self-development time to display a vendor's API's status during a period of recurrent and unreported downtime from the external dependency.
- Introduced engineers to functional programming in Java, which led to the adoption of lambda expressions in the code base.

SKILLS

Languages:	C#, JavaScript, TypeScript, Java
Technologies:	React, Express, Unity, Socket.IO, Spring Boot, Jest, Cypress, JUnit, Git

PROJECTS

Dungeon Party (Current) *React, Express, Socket.IO, Unity* bit.ly/dungeon-party-images
Asynchronous networked multiplayer RPG. Plays like a Jackbox Party Pack game.

Cranberry *HTML, JavaScript, Express, Socket.IO* bit.ly/cranberry-app
Chatroom with synchronized YouTube player.

Floored! *Gamejolt API, Unity* bit.ly/floored-game
Puzzle game I led at my college's game dev club in Spring 2018. Supports player-submitted levels.

System.Exit *Google Play, Gamejolt API, Unity* bit.ly/system-game
RPG I led at my college's game dev club in Fall 2017. Supports browser, PC, and mobile.