

# ANDY XUE

andy.x.3030@gmail.com · 6308535708 · andyxue.me

## EDUCATION

**Georgia Institute of Technology**  
BS Computer Science *GPA: 3.86*

Atlanta, GA  
Aug 2014 - May 2018

## WORK EXPERIENCE

### **The Home Depot - Software Engineer**

Atlanta, GA  
June 2018 - Present

#### *Summary*

- Contributed to various resilient POS tax applications handling 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 based in React, Express, and PostgreSQL to deprecate legacy tax exemption systems for customers and Home Depot employees

#### *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 to ease the team's concerns
- 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](https://bit.ly/dungeon-party-images)  
Turn-based networked multiplayer RPG. Plays like a Jackbox party pack game.

**Cranberry** *HTML, JavaScript, Express, Socket.IO* [bit.ly/cranberry-app](https://bit.ly/cranberry-app)  
Chatroom with synchronized YouTube player

**Floored!** *Gamejolt API, Unity* [bit.ly/floored-game](https://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](https://bit.ly/system-game)  
RPG I led at my college's game dev club in Fall 2017. Supports browser, PC, and mobile.