Claire Xu

Los Angeles Country, California • +1 (424) 440 3752 • claireaxu@gmail.com • LinkedIn • GitHub

EDUCATION

University of California, Los Angeles   **Los Angeles, USA**
Bachelor of Arts, Computer Science and Linguistics; Bachelor of Arts, Communications Studies **3.916 GPA**   *2020 – 2024*
Honors: Cum Laude, Dean's Honors List

SKILLS

Languages:	English, Mandarin, Korean
Music:	Toplining, Songwriting, Studio Recording Technologies, Music Production, Music Editing and Mixing
Music Tech:	Logic Pro X, Garageband, Protools, Ableton/MCP, FL Studio, Suno AI/Suno Studio, Tunee AI
Courses:	Berklee Online Keyboard Styles Certificate, Songwriter's Workshop (UCLA), The Art of Music Production (UCLA)
Programming:	Max MSP, TypeScript/JavaScript, Python, Golang**,** SQL, C++, Java

MUSIC

Freelance Music Producer/Mixer   **Global**
Topliner, Producer, Audio Engineer | Logic Pro X, Songwriting, Pro Tools   *May 2025 – Present*
- Launched project: "Can I Write About Your Story?" to **produce 100 songs for 100 people**, 100% customized songwriting experience.
- Utilize Logic Pro X for songwriting and production, collaborate with mixing engineers to record and mix songs to production grade using Pro Tools and industry level software plugins.
- Incorporate AI technologies into traditional DAW music production, including using Suno Studio, Tunee AI, Kits.AI for music production and mixing work.

@ROOM4A Music Studio   **Shanghai, China**
Topliner, Producer, Audio Engineer Intern | Logic Pro X, Songwriting, ProTools   *Dec 2020 – Dec 2021*
- ROOM4A is a music recording and production studio based in Shanghai that stemmed out of the Voice of China TV show.
- Wrote, produced, and engineered 10+ songs for company song bank.
- Attended studio song camps and pitched songs to popular TV shows such as "Love Between Fairy and Devil (2022)".
- Personal music demo portfolio (2020 version), includes a collection of pop/indie songs written for ROOM4A and personally: https://docs.google.com/document/d/1QBnLJpaHoeMu_9uby1KLvUHPDFDWrCIglbFoq9dH0rw/edit?usp=sharing

JOB EXPERIENCES (SOFTWARE/MUSIC TECH)

Codechef Consulting LLC.   **Los Angeles, CA**
Junior Software Developer | Typescript, Next.js, React, React Native   *April 2024 – Present*
- Consult for 5+ start-up oriented companies and build fullstack mobile and webapps across cutting-edge industries: **AI, web3, music tech**
- Design and revamp entire UI framework for **Kalo**, an exclusive RSVP event hosting platform for creators, artists, and entrepreneurs, conforming to IOS26 standards and latest webpage designs.
- Building mobile and webapp for **Moiio**, a community based kpop fandom app.

Tiktok Inc., Music Team   **San Jose, CA**
Software Engineer I | Golang, Redis, SQL/NoSQL, AWS, Microservices/Distributed System   *July 2024 – June 2025*
- Develop platform APIs (HTTP routing, business logic, account auth) for **large music labels** using **Go**, contribute to **$1M+ revenue**.
- Independently developed TikTok's only **SaaS music algorithmic promotion tool**, integrating backend RPC APIs with frontend and utilizing cloud microservices (serverless AWS Lambda, EC2, DCM) to achieve a **scalable distributed system**.
- Enhanced CI/CD by optimizing code review workflows (stacked diffs), reduce tech debt by **improving unit test coverage by 400%.**
- Collaborated cross-functionally with product, operations, and QA in an **Agile** environment, perform code reviews and sprint planning.

Tiktok Inc., Audio/Video team   **San Jose, CA**
Android Engineer Intern | Gitlab/Git, C++, Java, OpenGL   *June – September 2023*
- Implemented video encoder optimizations, reducing upload latency and **enhancing performance for 10B+ users**.
- Developed technical documentation to support onboarding and streamlined debugging processes across the development team.
- Communicated with 2+ XFN teams to optimize the SDK in a multithreaded environment, align with **Google** developers on latest updates of the **AMediaCodec Android API.**

PROJECTS

CREAM – *Music Creation Plug-in and Desktop App*   **Remote (Los Angeles, Korea)**
Founder and Full Stack Developer | C++, JUCE   *June – August 2022*
- Led development of a music synthesizer application capable of real-time instrument playback audio using **C++ and JUCE**.
- Created a Preset Manager that saves user-created sounds and manages all sounds in the application.
- Constructed 10+ backend parameters for audio manipulation such as oscillators, filters, and reverb using the **DSP module in JUCE**.