Edmund Xin

913-617-0133 | edmundxin02@gmail.com | linkedin.com/in/edmundxin | github.com/its-edmund

EDUCATION

Georgia Institute of Technology   Atlanta, GA
Bachelor of Science in Computer Science   *Aug 2020 – Dec 2023*

EXPERIENCE

Apple   Sunnyvale, CA
Software Engineer Intern   *May 2023 – Aug 2023*
- Developed a low-latency Go backend service to expand the functionality of Apple's Wi-Fi management software targeting 3,000+ access points
- Improved SQL schema and queries for a PostgreSQL database, reducing query latency by 32%
- Implemented React Query to establish real-time communication between backend service and React application, resulting in instant notifications and enhancing user experience by reducing response time by 75%
- Created a tool that optimized workflow by 100% for the network engineer team (100+ userbase)

Tesla   Fremont, CA
Software Engineer Intern   *Aug 2022 – Dec 2022*
- Contributed to suite of 4 applications that provided real-time analytics and data insights for purchasing supply chain
- Enriched data visualization capabilities by integrating graph and map representations using the visx library, leading to 20% fewer bug reports and reduced rendering time by over 40%
- Migrated to Tailwind CSS improving developer experience, reducing bundle size by 30kB, and load times by 219ms
- Empowering 400+ Global Supply Managers with valuable insights for informed pricing negotiations in EV parts

Apple   Sunnyvale, CA
Software Engineer Intern   *May 2022 – Aug 2022*
- Spearheaded the prototyping of a no-code application with Vue.js, enabling 6 Apple internal organizations to configure the chatbot appearance
- Streamlined user experience drag and drop interface to deliver an intuitive and user-friendly experience for a non-technical userbase, reducing onboarding time by 50% during user testing
- Developed a JavaScript SDK to seamlessly integrate chat window into internal Apple organization websites, reducing development timeline from 3 days to 1 day

Streamr   Zug, Switzerland (Remote)
Software Engineer Intern   *May 2021 – Aug 2021*
- Designed and prototyped a decentralized, serverless chat application that has now launched as thechat.app
- Improved Network Explorer app by updating chart library with Recharts, resulting in 80% faster load times
- Generated create-streamr-app, a CLI application for creating Streamr applications from 4 templates

PROJECTS

thechat.app | *Next.js, React, TypeScript, Tailwind CSS, Ethereum Blockchain*   streamr-dev/chat
- Launched a real-time chat application that averages 1700+ monthly visitors (while interning at Streamr)
- Architected the initial architecture and UI framework (contributed first 1.1k lines of code) ensuring maintainability
- Utilized data streams on Streamr Network's decentralized publish-subscribe system
- Established secure authentication on Polygon Network with end-to-end encryption

Chip-8 Emulator | *Python, Pygame*   its-edmund/chip8-python
- Created an emulator based on Chip-8 architecture in Python, using Pygame to display graphics
- Implemented interpreter of Chip-8 instruction set architecture which utilized registers, memory, and program stack
- Executed ROMs written in the Chip-8 programming languages, including Tetris, Breakout, and Pong

TECHNICAL SKILLS

Languages: C/C++, JavaScript/TypeScript, Rust, Go, Python, Java, SQL (Postgres), Verilog, VHDL
Frameworks: React, Next.js, Vue, Node.js, React Native, Chakra UI, Tailwind CSS, Express
Technologies: Linux, Git, Docker, MongoDB, PostgreSQL, Redis, Kafka, Ansible, Vim