Larry Xu Software Engineer

Seattle, Washington

✉ larry@larryxu.com
🖥 www.larryxu.com

Education

University of California, Berkeley August 2013 – May 2017
B.S./M.S. Electrical Engineering and Computer Science *B.S. GPA: 3.896, M.S. GPA: 3.7*

National University of Singapore August 2015 – December 2015
UC Education Abroad Program *GPA: 4.0*

Industry Experience

Dropbox, Inc. May 2016 – August 2016
Software Engineer, Monetization Team *San Francisco, CA*
» Implemented geo-fencing scheme for supporting new payment methods in European countries
» Redesigned subscription page using React.js, Redux, and Typescript to compose a faster, more responsive payment experience that supports multiple business SKU's and easier experimentation

Uber, Inc. May 2015 – July 2015
Software Engineer, Payments Team *San Francisco, CA*
» Developed an application for creating trip receipt template configurations by user, region, or tag
» Implemented a service to automatically generate historical trip receipts with specific information for legal purposes using a React.js front-end, Python back-end, and Amazon S3 for file storage
» Designed a data tracking system to record all rider payment transactions in a SQL database so the finance team can analyze trends in payment authorization success rates by merchant account
» Developed a service to automate the creation and management of rider fees in an internal globally-replicated data store that is used by Uber's worldwide billing and invoice services

Munchery, Inc. June 2014 – May 2015
Software Engineer *San Francisco, CA*
» Integrated HipChat and Twilio API's with Rails back-end for customer care members and drivers to easily communicate delivery issues or changes through both online chat and text messaging
» Created an automated printing system using AJAX polling to print bag labels for incoming orders
» Developed new corporate account functionality using Rails and MySQL allowing businesses to sign up with Munchery, order group delivery, manage employee credit, and track office expenses

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Research Experience

Data Visualization Research January 2016 – May 2016
Student Researcher under Prof. Joseph Hellerstein *Berkeley, CA*
Runner-up for Best Undergraduate Poster Award, SIGMOD `16
» Researched data visualization methods to provide an easier interface for exploratory data analysis
» Adapted the idea of animation tweening to resultsets in a query interface to animate data transformations, and evaluated the effectiveness of tweening methods through user studies

AMPLab January 2015 – May 2015
Student Researcher under Prof. Eugene Wu *Berkeley, CA*
» Researched animated graphical perception by designing a series of online visual experiments
» Developed experiments using JavaScript and D3.js to render data visualizations, Amazon Mechanical Turk to gather study participants, and PostgreSQL to store and analyze results

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Technical Skills

Programming *Intermediate:* Node.js, Python, Ruby on Rails, Java, JavaScript, SQL, HTML, CSS
Basic: Meteor, D3.js, React.js, PHP, MongoDB, OpenCV, Git

Design *Intermediate:* Adobe Photoshop, Illustrator, Microsoft PowerPoint
Basic: Adobe Fireworks, InDesign, Premiere Pro, After Effects

Photography *Intermediate:* DSLR camera photography, Photoshop Lightroom