Larry Xu *Software Engineer*

Berkeley, California

✉ larry@larryxu.com
🖥 www.larryxu.com

Education		
	University of California, Berkeley	Graduation Date: May 2017
	M.S. Computer Science	
	B.S. Electrical Engineering and Computer Science	*GPA: 3.896*
	National University of Singapore	Semester Abroad: Fall 2015
	School of Computing	*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

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

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