

Leslie Xin

Systems Design Engineering, University of Waterloo 2022

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github.com/lesliexin

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skills

Languages JavaScript • TypeScript • HTML • CSS • Python • Java • C++

Frameworks & Tools Git • React • Flask • Django • Spring Boot • GraphQL • PostgreSQL • MongoDB • OpenGL

Product & Design Figma • Sketch • InVision • Information Architecture • User Research & Testing • Accessibility

experience

Twitter — Design Engineering Intern

2021 / Remote

Built a **Figma Plugin** with **React** and **TypeScript** to enable designers to use and maintain the Twitter emoji library.

Designed, developed, and shipped a new **design system** library documentation experience.

Shopify — Frontend Engineering Intern

2020 / Remote

Led front-end development of organization ownership transfer feature using **React Hooks**, **TypeScript**, and **GraphQL**.

Built and delivered global two-factor authentication feature to 1000+ of Shopify's largest merchants.

Cognite — Software Engineering & Product Design Intern

2020 / Oslo

Architected and developed new data-centric business application from design to release using **TypeScript**, **React Hooks**, **Styled Components**, **Redux**, and **Firebase**.

Led the development of 15+ foundational, reusable, and themed components—informed by 6+ user interviews, interactive workshops, and design system guidelines.

Microsoft — Software Engineering & Product Intern

2019 / Seattle

Led design and development of Microsoft's Power Platform diagnostics tool built using **React**, **TypeScript** and **Kusto**.

Decreased support ticket volume by 20% and increased NPS by 7pts by building end-to-end solution for 40,000+ companies.

Bungalow — Software Engineering & Product Design Intern

2018 / Kitchener

Designed and developed 2 highly requested customer features using **Python Django** and **Vue.js**.

Led redesign of the initial user application, increasing sign-up conversion rate by 15%, improving data visibility in the conversion pipeline, and enabling A/B testing.

Live Labs (CIBC) — Full-stack Developer Intern

2018 / Toronto

Defined, architected, and developed 3 standalone projects with **Java Spring**, **Swift iOS**, **Android**, **Docker**, and **AWS**.

research & projects

Quantum Storytelling — Undergraduate Research Assistant

2021

Using interactive digital storytelling to represent transformative **quantum** technologies in **augmented/extended reality**.

Waterworks

2021

Created an interactive heatmap of where people have cried on UWaterloo campus using **React**, **Typescript**, and **Python**.

Sounds of Home

2021

Designed and developed an interactive audio visual experience using **React**, **TypeScript**, and **Procreate**.

Stillae

2019

1st place winner in Biomimicry Institute's Global Design Competition. Featured in the "Inventors" episode of **CBC's The Nature of Things** and in a 2023 exhibit at the **Oregon Museum of Science and Industry**.

teaching

Introduction to React + Hooks Workshop

2021

Created and presented interactive workshop to 500+ students at Hack the North 2020++ and Bolt Conference 2021.

community

16 Weeks of Internships Creating an online community to humanize the tech industry

UW Blueprint Building technology for social good