

LESLIE XIN

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skills

Languages

Python (Flask, Django)

JavaScript (React.js, Vue.js)

TypeScript

HTML / CSS

Java (Spring)

C++

Tools

Git, Docker, Jira

PostgreSQL, SQLAlchemy, MongoDB

Product / Design

Figma, Sketch, InVision, Zeplin

Product Design

Information Architecture

User Research & Testing

education

Systems Design Engineering

University of Waterloo, 2017 - 2022

Data Structures and Algorithms

Digital Computation (C++)

Human Factors in Design

community

16 Weeks of Internships

Inspiring students in STEM 

Tech+ Mentorship

Helping students in tech 

CBC's The Nature of Things

1st Place - Int'l design competition 

experience

Cognite

2020

Front-End Engineering and Product Intern

Architected and developed new data-centric business application from scratch using Typescript, React, Redux, and Firebase.

Led the development of 15+ reusable components—informed by 6+ user interviews, interactive workshops, and organization-wide product roadmap.

Guided product vision as sole designer through applying design-driven and agile methodologies.

Microsoft

2019

Software Engineering (Explore) Intern

Built end-to-end diagnostics tool for 40,000+ companies projected to decrease support ticket volume by 10% and increase NPS by 7 pts.

Developed new interactive data-visualization sub-application using React and TypeScript, enabling users to analyze events across 3 product areas.

Bungalow

2018

Full-Stack Developer Intern

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

Implemented a SlackBot engine to automate feedback for 600+ monthly showings, increasing efficiency by 15% in the lead funnel.

Designed and developed a new full-stack user profile feature using Python Django and Vue.js

Live Labs (CIBC)

2018

Full-Stack Developer Intern

Defined, architected, and developed 3 standalone projects to increase corporate productivity using Java Spring, Swift, Docker, and AWS.

projects

UW Blueprint

2018-19

Backend Developer

Architected back-end APIs to support a 2D Unity game and dashboard for children with cognitive disabilities using Python Flask, PostgreSQL and SQLAlchemy.