

# Martin Xing

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## TECHNICAL SKILLS

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**Languages:** C, C#, C++, JavaScript, TypeScript, Python, SQL

**Skills and Frameworks:** React, Node, Express, MongoDB, Next.js, PostgreSQL, AWS(Cognito, SES, S3, DynamoDB, Lambda), playwright

## WORK EXPERIENCE

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### Surfboard

San Francisco Bay Area

Software Engineering Intern

Jan 2023 – Aug 2023

- Developed internal meeting management application used by **100+** companies utilizing **React**, **Typescript** and **AWS**(Cognito, SES, S3, DynamoDB, Lambda)
- Increased daily traffic from **45%** to **70%** by redesigning existing sites, adding new pages to improve the user experience, and incorporating **SEO** techniques
- Identified and fixed root causes of user reported bugs, reducing overall application downtime by **50%**
- Developed numerous data migration scripts and validation procedures using **Typescript**, ensuring data integrity, consistency and reducing query execution time by **32%**.
- Designed multiple **end-to-end tests** using **Playwright**, improving the platform's stability and reducing the number of post-release issues by **55%**

### SAP SE

Waterloo, ON

Database Researcher and Developer

May 2022 – Aug 2022

- Researched and developed an algorithm for data refreshing and query optimization to be used on **SAP HANA** database using **C++** and **Python**
- Refactored an in-application **SQL** statement by adding error handling support on edge cases using **C++**, resulting in a **90%** reduction in statement specific errors
- Designed automated batch tests for the **SAP IQ** database using **Python**, improved **65%** of test coverage and successfully gaining a **40%** reduction in general errors

### Gameloft

Toronto, ON

Game Programmer Intern

May 2021 – Aug 2021

- Implemented object detection using raycasting, which allows players to click and retrieve its in-game information using **Unity** and **C#**
- Developed the touchscreen input system which enables players to zoom, pan, and navigate on mobile devices, gaining **96%** overall companywide satisfaction
- Designed in-game animations by implementing computer graphic algorithms from scratch, resulting in **80%** decrease in gameplay delay

## PERSONAL PROJECTS

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**Cryptolite** <https://cryptolite.netlify.app/>

React, Redux, Chart.js, APIs

- Developed a wiki site that displays historical information of popular cryptocurrencies in **React/Redux**
- Displayed fetched data from CoinRanking and Bings News Search APIs using **Chart.js**

## EDUCATION

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University of Waterloo

Waterloo, ON

Bachelor of Computer Science (co-op), CGPA: 88%

Sept 2020 – Present

University of Waterloo Faculty of Math Entrance Scholarship (\$8,000 awarded to 200 students)