

Mary Xu

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About me

Software Engineer with 3+ years of industry experience with a background in UI/UX, graphics, and programming languages (React Native, C++, C#). I am a strong communicator and cross-discipline collaborator, and I am passionate about prioritizing great system and UX design into my engineering work.

Skills

Languages: C++, React, GraphQL, C#, Java, JavaScript, OpenGL, Python, TypeScript, HTML/CSS

Softwares: Unity, Figma, Adobe Illustrator, Adobe Photoshop, Blender

Work Experience

Meta (Bellevue, WA)

August 2022 - December 2025

Software engineer - Contactless Accounts in Oculus

- React Native lead engineer on a 8 month project with engineers, PM, and designers.
- Drove workstream through QA testing and experiment release.
- Designed and developed multiple robust systems to restrict contactless users from using sensitive features across our Oculus app and across multiple tech stacks.
- Redirect these contactless users to an email up sell to add contact info to use sensitive features.
- Collaborated with product and design teams for restriction and upsell experience requirements.

Software engineer - Horizon Avatars Project

- C++: Led, designed, and developed C++ system for diverse color choices in Avatar creation.
- Built a foundation for developing skin tone, hair color, eye color, makeup, outfit colors, and more.

Software engineer - Meta Quest Store Project

- React UI development for an updated Meta Quest web store UI to align with the Horizons App store.
- Features: flyouts, new app page format, new app tiles, item tags, bundle spotlight art.

Georgia Institute of Technology (Atlanta, GA)

January 2021 - May 2022

Teaching Assistant - Intro to Computer Graphics course

- Hosted office hours to answer project questions, debug code, and teach computer graphic concepts.
- Graded student projects. Gave feedback about what to improve and what went well in their work.

Projects

Developer/Artist/Game Designer - Waterboy Adventures

August 2020 - December 2020

- Unity and C#: A puzzle-based game. The main character is a robot that needs to upgrade his body to gain abilities to replenish the water in his village that is experiencing a drought.
- Developed AI pursuit agents, weapon, character persistence, and treasure chest persistence logic.
- Blender: Modeled the 4 different character bodies.

Developer/Artist/Game Designer - LumberJack Jack GBA Game

November 2018

- GBA: Solo created an escape room game about helping a lumberjack find his way home after work.
- Top 10 project in Computer Organization and Programming class of 400+ students. C. Adobe Photoshop.

Education

Master's Degree in Computer Graphics

August 2021 - May 2022

Georgia Institute of Technology (Atlanta, GA)

Bachelor's Degree in Computer Science

August 2017 - May 2021

Georgia Institute of Technology (Atlanta, GA)