

Mary Xu

WEBSITE: maryx317.github.io

EMAIL: changx964@gmail.com

Education

Master's Degree in Computer Graphics
Georgia Institute of Technology (Atlanta, GA)

August 2021 - May 2022

Bachelor's Degree in Computer Science
Georgia Institute of Technology (Atlanta, GA)

August 2017 - May 2021

Skills

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

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

Work Experience

Meta (Bellevue, WA)

August 2022 - December 2025

Software engineer - Unreleased project

- React Native lead engineer on a 3 month project with several engineers.
- Collaborated with product and design teams for requirement scoping and feature restrictions.
- Drove the workstream through QA testing and experiment release.
- Designed and developed systems to restrict a unique type of user from accessing certain features across the Oculus app. Built on top of the contactless accounts systems listed below.

Software engineer - Contactless Accounts in Oculus

- React Native lead engineer on a 5 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 upsell to add contact info to use sensitive features.
- Collaborated with product and design teams for restriction and upsell experience requirements.

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.

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.

Microsoft (Redmond, WA)

May 2019 - August 2021

Software engineer intern - Office for Web Infrastructure

- Developed in C# to migrate services to use Azure Managed Identities for authentication.
- 91% reduced cost of managing secrets for our services by and eased future Managed Identity setup.
- Developed in C# a tool that automates transfer of data from configuration files to a source of truth.
- Saved developers 50% of the work and created a more reliable location for datacenter configurations.

Software engineer intern - OneDrive/SharePoint Project

- Developed in React and TypeScript a customizable dashboard with draggable widgets.
- Ensured the state of the dashboard saves after logging out after changes.