

Matthew W. Xie

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<https://mxie18.github.io/>

Availability: May – August 2023

EDUCATION

Northeastern University, Boston, MA | **GPA:** 3.7/4.0

September 2020 – Present

Khoury College of Computer Sciences | Honors Program

- Candidate for a Bachelor of Science in Computer Science
- Expected Graduation: **May 2024**

Honors: Northeastern Honors Scholarship, Dean's List at Khoury College

TECHNICAL KNOWLEDGE

Languages: Java, Typescript, JavaScript, HTML, CSS, SQL, Python, Racket, C, R, Assembly

Operating Systems: Windows, MacOS, Linux (Ubuntu)

Technologies: Git, Node.js, Cucumber, Jenkins, Appium, WebdriverIO, Charles, Photoshop, After Effects

WORK EXPERIENCE

QA Co-op (Skillz) | San Francisco, CA

January – July 2022

- Planned test coverage and implemented end to end UI tests for the Skillz "Leagues" feature
- Maintained 10% failure tolerance in test automation frameworks
- Completed tech initiatives including framework upgrades and better error classification for failing tests
- Collaborated with individuals across disciplines and teams to meet release deliverables

Software Engineer Intern (Amlogic) | Santa Clara, CA

July – August 2021

- Converted an Excel sheet to a C header file using a Python Script and a .db file to an excel file with a SQL script for digital TV SoC (System-on-Chip) performance testing
- Evaluated terrestrial and cable demodulator performance of newly developed company TVs by conducting field tests around the Midwest

PROJECTS - All code available upon request

Trivia Game | HTML, CSS, JavaScript

October 2022

- Created an interactive trivia UI where users are tasked with correctly answering questions before running out of lives
- Gained experience fetching data from online APIs

Personal Website | HTML, CSS

November 2021

- Built a personal website that introduces myself, links my resume and contact info, and lists my projects
- Visually showcased the functionality of many personal projects (including the ones mentioned below)

Image Processing Software | Java

June 2021

- Collaboratively created an image processing software that allowed users to upload images onto layers and apply color transformations (sepia, greyscale) and filtering (blur, sharpen)
- Enabled all image or image layers to be uploaded or saved as various file types (jpg, png, ppm)
- Designed an elegant user interface to support the above functionality along with other special features: setting the visibility of layers, applying mosaic effects to images, and logging all user action

Maze | Java

April 2021

- Built a program that generated unique mazes using Kruskal's Algorithm
- Enabled users to either solve the mazes interactively, or visually see the solution via a BFS/DFS animation

RELEVANT COURSEWORK

Algorithms and Data, Objected-Oriented Design, Theory of Computation, Computer Systems, Human Computer Interaction

INTERESTS

Gaming, Running, Music, Dancing, Editing, Personal Development, UI/UX Design