

Shirley Xiao

shirleyx38@hotmail.com ❖ Auckland, New Zealand ❖ New Zealand Citizen

ABOUT

A diligent and adaptable software engineer with four years of industry experience. Specializes in developing intuitive graphical user interfaces for both web and embedded platforms. Collaborates effectively with cross-functional teams to consistently deliver high-quality results.

WORK EXPERIENCE

Fisher & Paykel Healthcare

Feb. 2020 – Present

Product Development Engineer

Auckland, NZ

- Worked in a team to develop the graphical user interface for a state-of-the-art medical device and educational web/mobile apps to support clinician training
- Worked collaboratively with marketing, clinical, quality, regulatory, and process teams to release quality software that is fit for purpose
- Experienced in all stages of the software design lifecycle (SDLC), including establishing product requirements, software development, unit testing, V&V, and documentation
- **Skills: TypeScript, React, HTML/CSS, Jest, Git, Python, Ruby, C/ C++**

FlexWare Limited

Nov. 2018 – Feb. 2019

Software Engineering Intern

Auckland, NZ

- Researched and trialed different machine learning algorithms for processing accelerometer data
- Improvements/refactoring of existing web app for displaying trend data
- Worked with Python and Arduino for data collection and processing
- **Skills: JavaScript, HTML/CSS, Git, Python, NumPy, scikit-learn, Arduino**

The University of Auckland

Sep. 2017 – Oct. 2019

Creative Technologist - Unleash Space

Auckland, NZ

- Taught and assisted visitors in the use of various technologies including 3D printing, laser cutting, vinyl cutting and CNC routing, to support their projects
- Conducted tours, inductions, and workshops on VR/AR, Arduino, and Illustrator
- **Skills: 3D Printing, 3D Modeling, Laser Cutting, Arduino**

Redfox Game Studio

Dec. 2017 – Jul. 2018

Software Developer Intern

Auckland, NZ

- Worked in a team of 5 develop a prototype game for Android
- Involved in game conceptualizing, user interface design, software development and testing
- **Skills: C#, Unity, User Interface Prototyping, Project Planning**

EDUCATION

The University of Auckland

Nov. 2019

Bachelor of Engineering (Hons), Mechatronics Engineering

Auckland, NZ

- First Class Honors - Cumulative GPA: 8.6/9.0
- Faculty of Engineering Dean's Honors List - 2016, 2019
- Extracurriculars: Game Development Club - Secretary; Engineers Without Borders - In-school Visits Team

INTERESTS

Voxel Art, Badminton, Crochet, Knitting, Reading, Baldur's Gate 3