

# Shirley Xiao

shirleyx38@gmail.com ❖ Melbourne, Australia ❖ New Zealand Citizen

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## ABOUT

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A diligent and adaptable software engineer with five years of industry experience. Specializes in implementing responsive, user-focused frontend applications for both web and embedded platforms. Collaborates effectively with cross-functional teams to consistently deliver high-quality results.

## WORK EXPERIENCE

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### CSIRO

Jul. 2024 – Present

*Software Engineer*

*Melbourne, AU*

- Contributed to web applications supporting national and state government climate data initiatives, including the Australian Climate Service's Hazards Portal, Victoria's Future Climate Tool, and the Australian Agricultural Drought Indicators
- Implemented both frontend and backend features, and wrote unit tests + E2E tests to ensure correctness
- Collaborated closely with designers, scientists, and project managers to deliver reliable, maintainable software solutions
- **Skills: Angular, TypeScript, SCSS, Rest APIs, GraphQL, TypeORM, Express, Python, Jest, Playwright, Git**

### Fisher & Paykel Healthcare

Feb. 2020 – Jun. 2024

*Product Development Engineer - Software*

*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: C/C++, Python, Ruby, React, TypeScript, EmotionJS, Jest, Firebase, Git**

### 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, Python, NumPy, scikit-learn, Arduino, Git**

### 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

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### 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

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