

Sophia Xu

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Education

Cornell University, *B.S. in Computer Science*

Expected May 2024

- Minors in Game Design and Behavioral Science
- College of Engineering | GPA: 3.5/4.0, Dean's List
- Coursework: Data Structures, Algorithms, Object-Oriented Programming, Discrete Structures, Computer Architecture, Artificial Intelligence, Information Retrieval Systems, Game Design, Linear Algebra, Machine Learning (Fall 2023)

Technical Skills

Programming Languages

Java, Python, JavaScript, TypeScript, C, C# .NET, OCaml, R, MATLAB

Tools and Technologies

Git, React, Jenkins, Cypress, Maven, Functional Programming, Latex, HTML/CSS

Experience

Atlassian, *Software Engineering Intern*

May 2023 – Present | San Francisco, CA

- Launched Confluence Guest, a feature that allowed Confluence paid users to add free guests into their space
- Developed modal windows, banners, and feedback buttons with React that were used to onboard new guests into Confluence, significantly improving guests experience and satisfaction
- Collaborated with design and external teams to implement Figma drawings and discuss technical feasibility

S&C Electric Company, *Software Intern*

May 2022 – Aug 2022 | Remote

- Refactored and deployed a subsection (50k+ lines of code in a C# and .NET framework) of an automation software that allowed customers to manage electric grids from a single user interface
- Migrated the code base to .NET 4.8 to ensure a stable experience; removed bugs and fixed 500+ errors
- Brainstormed with other interns and senior software engineers to resolve conflicts within the code base

Cornell Engineers Without Borders, *Software Team Lead*

Nov 2021 – Present | Ithaca, NY

- Building an app with React Native that allows individuals to calculate and offset their carbon emissions
- Lead team meetings and work sessions, manage project timeline and assign team member's tasks using Jira
- Act as a liaison between the team and local non-profit, Finger Lakes Climate Fund, to implement their vision
- Spearheaded code development for users to maintain and display profile history within the application

Projects

Bubblegum Bandit, 🌐 [Game on Steam](#)

Spring 2023

- 20+ level video game displayed at Game Design Initiative at Cornell (GDIAC) showcase
- Implemented game physics, logic, UI, animations and sound effects using Java and libGDX

Plant Pals, 🌐 [Plant recommendation search engine](#)

Spring 2023

- Utilized text querying algorithms such as rocchio and jaccard to suggest ideal plants based on user input
- Created application's UI using Javascript and HTML/CSS; used Python for backend

Scrabble, 🌐 [Online version Scrabble board game](#)

Fall 2021

- Built automated player scoring and tile distribution system, and stored player history using OCaml
- Designed frontend with team of three, implemented using OCaml graphics GUI

Additional Experience

Undergraduate Peer Advisor, *Cornell Engineering*

Aug 2021 – Present

- Taught 40 freshmen in the last two years during a weekly Seminar class on resources in Cornell Engineering