

# Sophia Xu

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## Education

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

Graduated May 2024

- Minors in Game Design and Behavioral Science
- College of Engineering | GPA: 3.6/4.0, 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, Intro to Backend

## Technical Skills

### Programming Languages Frameworks and Libraries Tools and Technologies

Java, Python, JavaScript, TypeScript, C/C++, C# .NET, OCaml, R, MATLAB  
React, React Native, libGDX, PyTorch, TensorFlow  
Git, Postman, Docker, Jenkins, Cypress, Maven, GraphQL, Latex, HTML/CSS

## Experience

### Atlassian, *Software Engineering Intern*

May 2023 – Aug 2023 | San Francisco, CA

- Launched Confluence Guest, enabling paid users to invite free guests; led to a 29% conversion rate of guests to paid users, resulting in 14,000 new paying customers and significantly expanding product reach
- Developed modal windows, banners, and feedback buttons with React that were used to onboard new guests into Confluence, significantly boosting guest engagement and satisfaction
- Employed GraphQL to test API calls, ensuring seamless integration and functionality across the platform
- Collaborated with design and external teams to implement Figma drawings and discuss technical feasibility

### S&C Electric Company, *Software Engineering 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
- Resolved deployment conflicts within the code base in collaboration with senior software engineers

### Cornell Engineers Without Borders, *Software Team Lead*

Nov 2021 – May 2024 | Ithaca, NY

- Built an app with React Native that allows individuals to calculate and offset their carbon emissions
- Led team meetings and work sessions, managed project timeline and assigned member's tasks using Jira
- Acted as a liason 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, 🌐 [Video Game on Steam](#)

- Created a 20+ level video game displayed at the Game Design Initiative at Cornell (GDIAC) showcase
- Implemented core game mechanics, physics, and logic using Java and libGDX, along with immersive UI, animation controllers, and sound effects to enhance player experience

### Plant Pals, 🌐 [Plant Recommendation Search Engine](#)

- Utilized Python and text querying algorithms (Rocchio, Jaccard) to suggest ideal plants based on user input
- Designed a user-friendly interface with JavaScript and HTML/CSS using dynamic web elements

### Recipe Manager, Backend Project

- Developed a backend system for a Recipe Manager that allows users to add, share, and organize their favorite recipes, using Python to implement RESTful APIs for authentication and recipe management
- Leveraged Postman for thorough API testing and Docker for containerization, ensuring seamless deployment