Timmy Xiao

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EDUCATION

Massachusetts Institute of Technology (MIT) — Cambridge, MA
S.B., MEng Computer Science, *GPA: 4.8* — *September 2018 - June 2023*

- **Coursework**: Software Construction, Computer Graphics, Machine Learning, Design and Analysis of Algorithms, Performance Engineering, Operating Systems Engineering, Distributed Systems

EXPERIENCE

DoorDash — Remote
Software Engineering Intern — *June 2021 - September 2021*

- Enhanced and rewrote frontend end-to-end tests using **Cypress**
- Created standards and interfaces for teams to write their own end-to-end tests

Honey (Acquired by PayPal) — Remote
Software Engineering Intern — *June 2020 - September 2020*

- Worked on internal dashboards that display and modify data with **React** and **Redux**
- Created REST endpoints to query user information and federate endpoints to a **GraphQL** gateway
- Built a Honey Gold giving limit feature for safety using **Redis**

MIT MindHandHeart — Cambridge, MA
Full Stack/Mobile Developer — *June 2019 - December 2019*

- Made CRUD endpoints for MIT OAuth users stored in **MongoDB**
- Developed web client with **React** and mobile client using **React Native**

FRC Robotics Team #6003 — Buies Creek, NC
Programming Lead — *September 2015 - June 2018*

- Facilitated transition from **LabVIEW** to **Java**
- Used Command-Based Programming to organize robot's subsystems and actions

SKILLS

Languages:	C, C++, Java, JavaScript, Python, Rust, Go, Haskell, RISC-V Assembly
Tools:	React, Express, GraphQL, Vue.js, Google Cloud, Docker, Redis, SQL, MongoDB
Other:	*nix, Git, Vim, tmux

PROJECTS

CourseRoad 🔗 - MIT major planner written in **Vue.js**
so6 🔗 - RISC-V based kernel written in **Rust**
Asle 🔗 - Implementation of Disney's Material Point Method for Snow Simulation
Admit Us - Text-based game on the ESP32 inspired by Among Us
Pigeon Protocol 2.0 🔗 - Distributed filesystem operating under Raft
EnuTyping 🔗 - A typing rhythm game