

Xiuli Shen

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Education

University of Illinois at Urbana-Champaign, IL

08/2009 – 05/2013

Bachelor of Science in Computer Science and Engineering

Graduation Date: May 2013

Professional Experience

OpenX - Menlo Park, CA

Software Engineer III (Full Stack)

03/2015 – present

Software Engineer II (Serving Infrastructure / Full Stack)

08/2013 – 03/2015

- Lead developer and scrum master on the ad server / programmatic direct team comprised of 9 engineers where I architect, maintain and release features for our enterprise application, delivery system and prediction analysis product.
- Implement monitoring for views and alerts on the health and status of distributed systems ranging from web services to scheduled job runners.

Qualcomm Inc. - San Diego, CA

05/2012 – 08/2012

Interim Intern

- Architected a monitoring system for network engineers to use in debugging services on various clusters.
- Implemented a UI and a scheduled backend job which rendered the results of the health and status of multiple services.

Global Change Solutions LLC - Urbana, IL

05/2011 – 08/2012

Full Stack Developer / Designer

- Designed and developed an online web application that calculates the amount of greenhouse gases emitted in the environment.

Academic Experience

CS242: Programming Studio - Urbana, IL

08/2012 – 12/2012

Moderator

- Facilitate a discussion section each week on multiple students' programming practices.
- Grade weekly coding assignments and generate feedback for further re-factoring of assignments.
- Apply software engineering principles to introduce students to industry level coding style and approach to solving problems.

Projects

xiuxiutrain (<http://xiuxiutrain.herokuapp.com>)

08/2015 – present

Developer - Personal Site

- A personal web site that reflects my interests and experience in software engineering, design and development. Currently a work in progress.

ClassStats (<http://class-stats.herokuapp.com>)

05/2014 – 05/2014

Lead Developer - Hackathon

- Lead on a team of 4 developers in creating a demo platform for teachers and students to upload/view grades and progress of a student.

GoPlay Pasadena

01/2013 – 05/2014

Developer - Hackathon

- Participated in “Hack for Pasadena” where we won first place out of 25 teams in the “Start of Something Special” award for creating a web application that promotes healthy early childhood fitness habits in a competitive way.
- Worked with a local VC in Los Angeles to build this product for potential use in the Pasadena school system.

BUMP Donation Platform

01/2013 – 05/2013

Tech Lead / Developer

- Tech lead on re-designing and refactoring the donation platform for a non-profit whose products include an affordable and accessible prosthetic arm.

Skills

Programming Languages: Java, Javascript, HTML 4.0/5.0, SCSS/CSS, Python, Erlang, Bash, C, C++, PERL, Ruby, PHP

Frameworks: Angular.js, MEAN.io, Bootstrap, Rails, Mustache.js, Hadoop

Repository/Package/Build Managers: Artifactory, Maven, Framework, Node.js, Bower

Databases: MySQL, Riak, Vertica, Mnesia

Monitoring technologies: SumoLogic, Nagios, Mondemand, Log4j

Certifications

Scrum Alliance

05/2016 – 05/2018

Certified Scrum Master - License #000528115

Erlang Solutions Ltd.

12/2014 – 12/2014

Erlang OTP (Open Telecom Platform) Training