

Di Xu

Kirkland – WA

✉ +1 (425)-615-3057 • ✉ xudifsd@gmail.com • GitHub github.com/xudifsd

Professional Summary

Principal Software Engineer with 10+ years of experience in distributed systems and backend infrastructure. Expert in **high-performance computing (C++/C#)**, **consensus algorithms (Raft)**, and **stream processing (Kafka)**. Proven track record of modernizing legacy infrastructure at Microsoft and Baidu, delivering **99.95%+ availability** and reducing system latency by **5%+**.

Working Experience

Microsoft Corporation.

Principal Software Engineer

Recommendation platform

- Completed the migration of all remaining traffic to the Content Builder service, successfully deprecating legacy protocols and modernizing the ingestion stack.
- Migrated Feature Extraction Library to Linux for LLM Grounding service.

Redmond, WA

Sep 2025 - Present

Senior Software Engineer

Recommendation platform

- Content Builder: Architected an event-driven ingestion platform (Kafka) to replace legacy point-to-point pipelines
 - Orchestrated a multi-quarter migration strategy for 2 major partner teams and migrated 10+ other teams at scale.
 - Negotiated with stakeholders in MSN Feeds & AI to deprecate legacy protocols. Overcame resistance by designing a backward-compatible shim that allowed teams to migrate smoothly, unblocking a multi-year technical debt initiative.
- Feature Extraction Library: Designed and implemented a static C++ library to replace legacy C# feature calculation.
 - Reduced P95 E2E latency by **3ms** and CPU usage by **15%** in the first migration experiment.
 - Led the migration of 50+ feature sets, designing a config-driven interface that allowed Data Scientists to deploy changes without engineering intervention.
- Worked across team to optimize read path for Tally counting service. Profiling the system and optimized various hotspots, resulting **5%+** E2E latency reduction.

Redmond, WA

Sep 2021 - Sep 2025

Software Engineer II

Recommendation platform & Deep Learning Training Service

Bellevue, WA

Dec 2019 - Sep 2021

- Recommendation platform
 - Designed and implemented service downgrade, improved availability under heavy load.
- Deep Learning Training Service
 - Optimized Job-Manager, reducing 95th percentile job creation time from 400s to 46s.
 - Optimized init process, reducing job initialization time from 45s to 2s.

Software Engineer II

Beijing, China

STCA

Jun 2018 - Dec 2019

- Designed and implemented PAI runtime for OpenAI platform, the first process running in the container. Unified runtime environment of Hadoop-based backend and **Kubernetes**-based backend.
- Collaborated cross-functionally with the Bellevue team to build Deep Learning Training Service.

Baidu Inc.

Software Engineer

Beijing, China

Infrastructure

Mar 2016 - Jun 2018

- Re-architected the "Matrix" cluster management system (similar to Kubernetes/Borg) by replacing the MySQL storage backend with a **Raft-based replicated state machine**.
- Improved system availability from 99.9% to **99.95%** and reduced leader failover time from 30 minutes to **<1 minute**, eliminating the need for manual SRE intervention during master failures.
- Developed custom scheduling algorithms (disk/host selection) that improved cluster utilization and resource isolation for PaaS tenants.

Internship

Alibaba Cloud Computing (Aliyun) Inc.

R & D Engineer Intern

Pangu system, a **GFS** like distributed storage system

- Collected & analyzed usage data from production env, generated report to drive more efficient system usage, resulting in 50% less disk usage.
- Analyzed & restricted policy of list & read APIs, improved QPS from 110k to 150k.

Beijing, China

May 2015 - Sep 2015

BearyInnovative Inc.

Software Engineer

BearyChat, a Slack like product

- Designed backend topology, re-architected service from single node to distributed nodes, eliminated the risk of timestamp conflicts & single point of failure.
- Implemented 4 critical & many other important product features in web API server written in **Clojure**.

Beijing, China

Aug 2014 - May 2015

AdMaster Inc.

R & D Engineer

Data collecting system

- Implemented 10 data processing algorithms in cascading, answered how many UV & PV per ad and characteristics of the viewers. These data will be presented to users directly.
- Maintained & optimized data collecting module written in **Python**, accelerated it by 13%.

Beijing, China

Apr 2013 - Sep 2013

Project Experience

Google Summer of Code

Remote

Typed Clojure

May 2014 - Aug 2014

Added 2 function type annotations to **Typed Clojure**. Made the type system more sound.

- Came up & implemented a design much more expressive than mentor's.
- Improved core library annotation coverage by 7%, made Typed Clojure more user friendly.

CCF-Tencent Open Fund

Suzhou, China

Java Symbolic Executor targeting Android Apps

Oct 2013 - May 2014

Used by Android analysis team in Tencent Inc. Sponsored by CCF-Tencent Open Fund.

- Designed & implemented core abstraction, enhanced robustness & readability.
- Optimized the program before shipping to the users, reduced its memory usage by 65%.

Skills

- **Languages:** C++, C#, Python, Java, Clojure
- **Infrastructure:** Linux, Kafka, Kubernetes, Raft

Education

University of Science and Technology of China

Suzhou, China

M.S. in **Software Design**

Sep 2013 - Mar 2016

Dalian Polytechnic University

Dalian, China

B.S. in **Computer Science**

Sep 2009 - Jun 2013