

Xinmiao Yu

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SUMMARY

Motivated and enthusiastic Full Stack Developer with hands-on experience in modern web technologies.

Passionate game developer with experience in Unity and Unreal Engine.

Ready to solve challenging real-world problems and deliver business values.

EDUCATION

KTH ROYAL INSTITUTE OF TECHNOLOGY

MSC IN COMPUTER SCIENCE

Aug 2024 | Stockholm, Sweden

Teaching Assistant for

Visualization and Computer Graphics

GPA: 4.5/5.0

SHANGHAI JIAO TONG UNIVERSITY

BE IN COMPUTER ENGINEERING

June 2022 | Shanghai, China

Teaching Assistant for Algorithms

GPA: 3.5/4.0

SKILLS

TypeScript • JavaScript • React
HTML5/CSS • C# • Unity
Python • TailwindCSS • AWS
Git • Kubernetes • Node.js

LINKS

Github:// [yuxin-miao](#)

LinkedIn:// [xinmiao](#)

JOB EXPERIENCE

FULL STACK DEVELOPER | OCTOFY.AI

Oct 2024 - Present | Remote

- Building a multi-model generative AI application (Link) with **Next.js**, **Postgres**, **TailwindCSS**, **TypeScript** for a Finnish startup
- Handling API integration to **Clerk** (Authentication) and **Stripe** (billing)

FRONTEND DEVELOPER | FUMEILE PHARMACEUTICALS

Jan 2023 - June 2023 | Remote

- Developed a complete company website using **React** and **TypeScript** with headless CMS, decreased page loading time by 300%
- Designed automated test suites **Jest**, **React Testing Library** for component tests, and **Playwright**

FULL STACK DEVELOPER | BYTEDANCE

Dec 2020 - May 2021 | Shanghai, China

- Automated the creation and seamless conversion of customized performance posters for social media sharing, **boosting click-through rates by 20%**
- Engineered three pages (Course, Track, Share) for an online education platform using **React** and **TypeScript**
- Utilized **Node.js** to build back-end services and created a mock server environment for API testing and integration

RESEARCH ASSISTANT | ARTIFICIAL INTELLIGENCE LAB @ SJTU

Aug 2020 - Dec 2020 | Shanghai, China

- Established a star-topology network using **Kubernetes** and integrated server with multiple IoT devices including laptops and Raspberry Pi
- Applied the federated averaging algorithm using the **FedML framework** to real-world ride-sharing platform data

PROJECTS

ADAPTIVE MARIO MAP GENERATOR (LINK) | FULL STACK

Sept 2023 - June 2024 | Stockholm, Sweden

- Developed a scalable, real-time data-tracking system using **JavaScript**, **Redis**, and **Node.js**, specifically designed for integrating with gameplay analytics
- Increased user gaming enjoyment by 9% through analyzing feedback data with **Python** for adaptive map generation

ROOM FOR SOUND? (LINK) | FULL STACK

Jan 2022 - March 2022 | Stockholm, Sweden

- Developed a Virtual Reality app exploring virtual music instruments performance using **Unity**
- Integrated real-time audience interaction with **websocket** and **React**

ANIMEET (LINK) | FRONTEND

Jan 2022 - March 2022 | Stockholm, Sweden

- Led the development of a web-based interactive information visualization tool using **React** and **JavaScript**, implementing state management with **react-redux** and styling the UI with **TailwindCSS**
- Created dynamic visualizations with **D3.js**, including scatter plots, brushable line charts, force-directed graph, and an auto-complete search box for efficient data filtering, **reducing user search time by approximately 40%**