

Michael Xing

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EDUCATION

Cornell University May 2026
Master of Science in Computer Science Ithaca, NY

Cornell University May 2021
Bachelor of Arts, College of Arts and Sciences Ithaca, NY
Majors in Computer Science, Mathematics, and Physics — Minor in Game Design
Summa Cum Laude in CS & Physics, with Distinction in All Subjects — GPA: 4.159
2021 recipient of the Alan S. Marx Memorial Prize for Excellence in Teaching

SKILLS

Technologies: JavaScript (ES6, TypeScript, React, React Native), C++, Java, OCaml, C, PHP, Lua, Hack
Tools: Git, Mercurial, Azure, Heroku, Firebase, MySQL, \LaTeX , Mathematica, Premiere Pro & AE

EXPERIENCE

Microsoft 2023 — present
Software Engineer 2 Redmond, WA

- Implemented and shipped Azure Virtual Desktop and Remote Apps, hardware decoding, webcam, dark mode, session notifications for Windows App web client built with React and TypeScript.
- Architected and incrementally refactored startup process to modularize business logic for new scenarios while reducing startup time by over 25%.
- Created local development build system that eliminated 99% of local development errors and significantly improved team developer productivity and onboarding speed.
- Mentored interns in Explore Microsoft Program, coaching them on our tech stack and codebase layout, reviewing PRs, and teaching good practices.

Microsoft 2021 — 2022
Software Engineer Redmond, WA

- Built frontend web and Android experiences on Managed Services for Teams Rooms team.
- Spun up Android application from scratch with React Native.
- Architected and built notification infrastructure, including data model in Cosmos, Azure Functions, and React components, while respecting regional data restrictions.

Microsoft Summer 2020
Software Engineering Intern Remote

Facebook Summer 2019
Software Engineering Intern Menlo Park, CA

PROJECTS

SweetSpace Spring 2020
Development Lead <https://onewordstudios.com/sweetspace>

Led five programmers to create a multiplayer game in C++ with UDP networking and NAT punchthrough, hosted on Google Cloud. Coordinated meetings, communicated between designers and programmers, and managed code base. Won Most Innovative Mobile Game award at the GDIAC 2020 showcase.

Samwise October 2018 — September 2020
Technical Project Manager & Frontend Developer <https://samwise.today>

Collaborated with project team to design and create a student planner with emphasis on destressing and motivating students. As TPM, mentored new members and made decisions regarding tech stack. Used React for front-end components with Firestore serverless backend. Currently has over 200 active users.