

Michael Xing

EDUCATION

Cornell University

Master of Science in Computer Science (2-year funded research degree)

May 2026

Ithaca, NY

Cornell University

Bachelor of Arts, College of Arts and Sciences

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

May 2021

Ithaca, NY

KEYWORD DUMP RELEVANT 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

Software Engineer 2

2023 — present

Redmond, WA

- Implemented and shipped Azure Virtual Desktop and Remote Apps support, hardware decoding, webcam, dark mode, session notifications for Windows App web client.
- 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 React, TypeScript, and C++ tech stack, reviewing PRs, and teaching good practices.

Microsoft

Software Engineer

2021 — 2022

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

Software Engineering Intern

Summer 2020

Remote

Facebook

Software Engineering Intern

Summer 2019

Menlo Park, CA

PROJECTS

SweetSpace

Development Lead

Spring 2020

<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

Technical Project Manager & Frontend Developer

October 2018 — September 2020

<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.