

Kendra Huang

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EXPERIENCE

- Software Engineer**, Microsoft — Xbox Storefront April 2023 – Present
- **Own the Wishlist and Notifications producer services** for a storefront serving **500M+** players, from design through on-call operation. Built and shipped the **GTA VI preorder-started** notification producer, powering alerts to **2.1M+** players at launch on Day 1
 - Key contributor to a multi-team replacement of a legacy recommendations system powering **discovery** for **53% of Gaming acquisitions (\$1.5B+)**, delivering a **1.81%** revenue lift; shipped features across backend services and product UI
 - **Own end-to-end** an internal tooling platform used monthly by **800+** engineers, product, and marketing managers. Built the **React/TypeScript** UI and backing services that streamline product lookups and debugging, making their workflows **40%** more efficient; maintain RBAC, monitoring, and partner onboarding
 - Enhanced the team's internal **AI coding-assistant plugin**, adding capabilities that automate routine engineering tasks and accelerate day-to-day developer velocity
 - Designed and built the wishlist notification producer (concurrency, sale-condition edge cases) that emits events for a high-fan-out delivery pipeline serving up to **200K+** subscribers per title, with load spiking **4x** during sales
 - Manage service infrastructure as code with **Terraform** and **Kubernetes/Helm**; modernized global Terraform off the azure provider and hardened CI/CD pipelines for reliable, repeatable deployments across distributed **C# / .NET** services
 - Own live-site reliability via the on-call rotation, debugging Cosmos DB / Service Bus issues, driving incident response, and authoring root-cause post-mortems at **99.9%** reliability. Hardened service auth to managed identity, eliminating certificate-based credentials
 - Mentor summer interns and newer engineers via 1:1s, onboarding, and recurring code reviews that ramp teammates on the team's services
- Software Engineering Intern**, Microsoft May – August 2022
- Delivered a full-stack personalization feature: **C# / .NET** REST API used by project leads to generate tailored gaming experiences for **100M+** Xbox users, and a **TypeScript/React** UI layer for content teams to configure it
- Software Engineering Intern**, Microsoft May – August 2021
- Built a scalable admin portal in **React**, **Redux**, and **TypeScript** for the Office 365 sovereign-clouds environment, improving employee efficiency by **20%** in document interaction and deployment workflows

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, C#, Python, SQL, Java, C++, HTML, CSS
Frameworks & Libraries: .NET, ASP.NET Core, React, Redux, Node.js, REST APIs
Cloud & Data: Azure, Cosmos DB, Azure SQL, Azure Service Bus, distributed systems
Infra & Tooling: Terraform, Kubernetes, Helm, Docker, Git, CI/CD

LEADERSHIP EXPERIENCE

- Game Developer Discovery (GDD) V-Team**, Member Feb 2026 – Present
- Member of a cross-org v-team building empathy for game developers as a key Xbox customer, helping run monthly developer AMAs and GDC watch parties and amplify reach across org-wide channels
- External Engagement GIVE Pillar Co-Lead**, Microsoft Asian ERG August 2025 – Present
- Co-Lead the GIVE pillar, a month-long program of events, fundraising, and volunteering initiatives, coordinating sponsorship and logistics with other ERG leads

ACCOMPLISHMENTS

1st place – HackUTD VIII, General Category: (*React, Node.js, Google Maps API, OpenWeatherAPI*) Developed a web app providing real-time weather info and shelter locations

1st place – HackUTD VI, Best Text Objectivity Analysis: (*Python, Flask, NLP*)

EDUCATION

The University of Texas at Dallas, Richardson, TX December 2022
Bachelor of Science in Computer Science, Minor in Finance GPA: 3.81