AMY LIN FANG

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EMPLOYMENT

TOPTAL, marketing team | **Senior Editor**   Seattle | May 2024-Oct 2024
- Led editorial production of digital content, including Engineering Blog articles, technical hiring guides, and short-form content blocks about software development topics.
- Optimized for SEO and brand alignment, using Google's E-E-A-T guidelines, company voice, and style guide.
- Leveraged GenAI and tools like Clearscope, Frase, Quetext, and Winston AI to ensure clarity and engagement.
- Collaborated with subject matter experts, technical reviewers, copyeditors, and illustrators.

WASHINGTON SQUARE REVIEW, award-winning literary journal | **Managing Fiction Editor**   Oct 2022-May 2024
- Managed a team of two fiction editors and three assistant editors.
- Oversaw content schedule and reading of 1.5k+ submissions per issue. Curated and edited 24 short stories for print publication. Solicited debut, emerging, and established writers. Coordinated slush reading events.
- Led the publication schedule of book reviews for the journal's Online Features. Edited and published 30+ longform reviews, interviews, and articles focused on personal narratives, critical analyses, and diverse voices.

NEW YORK UNIVERSITY, Creative Writing department | **Adjunct Professor**   New York | May 2023-Dec 2023
- Taught "Introduction to Prose and Poetry," a biweekly workshop and craft course, to undergraduate students.

BEST OF THE NET, ONE STORY, anthology and award-winning literary magazine | **Reader**   Oct 2022-Present
- Read, critiqued, and voted on submitted fiction and nonfiction, forwarding the best to the editorial team.

MICROSOFT, Xbox team | **Software Engineer 2**   Redmond | Sep 2018-Oct 2022
- Launched major revenue-driving experiences, including cloud streaming, third-party integrations with Ubisoft, EA Play, and Riot, and a new family subscription type.
- Expanded Game Pass subscription to Southeast Asian markets, coordinating with marketing, Microsoft Store engineering, localization, user research, design, and PM teams to land market-dependent features on time.
- Spearheaded content marketing initiative "Game Pass Plays," a livestreamed show than ran for two years on the official Xbox Twitch channel, which drove weekly engagement with thousands of viewers.
- Drove significant performance improvements for Xbox apps that reduced startup time from 10 sec to 1.
- A/B tested home layouts and game genres with experimental features.
- Improved subscription acquisition flow, service integrations, critical middleware, and UI/UX using React.
- Founded NextGen, the Early in Career community at Xbox. Presented a deeply researched talk about the Asian American experience internationally (PNW, NYC, Stockholm) to 1k+ attendees in Xbox and Xbox Game Studios, during the rise of anti-Asian sentiment in 2020.

TWITCH, live-streaming service | **Affiliate Streamer**   Sep 2015-May 2018
- Over 2,200 followers and 100+ concurrent viewers. Sponsored by AZIO and partnered with stream teams.
- Created promotional content for social media, a community rewards system, and variety content programming.

EDUCATION

NEW YORK UNIVERSITY - MFA in Creative Writing, Fiction   New York | Aug 2022-May 2025
- Thesis advised by Jeffrey Eugenides. Classes with Katie Kitamura, Garth Greenwell, Raven Leilani, and others.
- Program scholarship, GSAS Master's College Research Grant, and Dean's Conference Fund recipient.

CORNELL UNIVERSITY - BA in Computer Science, Minor in Game Design   Ithaca | Aug 2014-May 2018
- Awarded International Women's Day Leadership Award in 2017 and Class Councils Award for Outstanding Contributions in 2016 and 2015.

ACHIEVEMENTS

2025   Scholar at Kenyon Review Writers Workshop, Bread Loaf Environmental Writers' Conference, and New York Writers Workshop in Greece.

2023   Longlisted for the *A Public Space* Writing Fellowship out of 1.5k+ submissions.

2022   Semi-finalist for the *Sewanee Review* fiction contest out of 1k+ submissions.
Debut story "A Precious Stone" nominated for the PEN/Dau Short Story Prize.
Novel manuscript supported by Tin House and the Sewanee Writers' Conference.

2018   Winner of Cornell Bits on Our Minds (BOOM) cutting-edge technology showcase for *Bananagrams* AI solver playing against human opponents.
International Game Developers Association (IGDA) Scholar.
Girls Make Games Scholar at Game Developers Conference (GDC).
Direkt, an addictive action puzzler, published on Kongregate and Newgrounds.

2017   Winner of Riot Games Hackathon for League of Legends virtual reality simulation.
Fara Heim, a narrative puzzle platformer, demoed at Cornell GDIAC Showcase.

2016   Star Wars-themed rollercoaster simulation created with Oculus Rift, Unity, and Moog for real-world ride performance prediction.

PUBLICATIONS

2024   "Video Game Testers Hiring Guide," an article in Toptal's Engineering Blog
"Web" and "React," skill blocks in Toptal's Engineering Blog

2023   "Very Little of This Book Is Made-up: Talking with R.F. Kuang about her Novel," an interview in *The Rumpus*
"Accessing the Truth: An Interview with Josh Riedel," an interview in *One Story*

2022   "A Precious Stone," a short story in *Catapult*

2017   "In This Corner of the World is a Simple, Perfect Exhibit of Life," a film review in *The Cornell Daily Sun*
"A Lost French Classic Remembered," a film review in *The Cornell Daily Sun*

2016   "Stardew Valley: Pushing the Boundaries of Farming RPGs," a video game review in *The Cornell Daily Sun*
"Not Strange at All," a music review in *The Cornell Daily Sun*

2015   "Appreciating Miyazaki: Insight Into a Master's World," a film review in *The Cornell Daily Sun*

2014   "Movie Review: The Maze Runner," a music review in *The Cornell Daily Sun*
"Spinning Singles," a music review in *The Cornell Daily Sun*
"'Cover Boy': An Uncensored Observation on LGBTQ Struggles," a dance review in *The Cornell Daily Sun*

SKILLS

A/B Testing ••
App Development •••
Arts Criticism •••
Audio Production ••
Blog Writing ••
Content Creation •••
Content Design ••
Content Marketing ••
Content Strategy ••
Copyediting •••
Creative Writing •••
DAWs •••
Digital Media •••
Editing •••
Game Design ••
Game Development ••
Journalism ••
Leadership •••
Live Streaming •••
Markdown / LaTeX •••
Narrative Design ••
Project Management ••
React / Redux •••
SEO ••
Social Media ••
Software Engineering •••
Sound Design ••
Storytelling •••
Teaching ••
Technical Writing •••
Unity ••
VR Simulation ••
Web Development •••