



# AMY LIN FANG

Writer, Editor, Ex-engineer | [Writing Portfolio](#) | [Fiction Samples](#)  
amyqclin@gmail.com | +1 (240) 421-7906 | [amyqclin.com](#) |   amyliny

## EMPLOYMENT

**TOPTAL**, marketing team | **Senior Editor** Seattle | May 2024-Present

- 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 students of all disciplines.
- Facilitated weekly fiction, poetry, and creative nonfiction workshops using Liz Lerman method.
- Developed syllabus around international 20th and 21st century writers, including a broad range of poetic and hybrid forms and literary subgenres.
- Reviewed as effective at facilitating class discussion, explaining challenging concepts, and creating an environment that promoted the success of students with diverse backgrounds and experiences. Rated as very clear, inclusive, encouraging, helpful, and accessible.

**ONE STORY**, award-winning literary magazine | **Reader** New York | Oct 2022-Sep 2023

- Read, critiqued, and voted on fifteen submitted stories weekly, forwarding the best to the editorial team.

**MICROSOFT**, Xbox team | **Software Engineer 2** Redmond | Sep 2018-Oct 2022

- Drove performance improvements for PC and mobile apps that significantly reduced startup from 10 sec to 1.
- Expanded Game Pass subscription to Southeast Asian markets, coordinating with marketing, Store engineering, localization, user research, design, and PM teams to land locale- and market-dependent features on time.
- Launched major revenue-driving experiences, including cloud streaming, third-party integrations with Ubisoft, EA Play, and Riot, and a new family subscription type.
- Improved subscription acquisition flow, service integrations, critical middleware, and UI/UX using React, Redux, and TypeScript. A/B tested home layouts and game genres with experimental features.
- Spearheaded "Game Pass Plays," a livestreamed show on the official Xbox Twitch channel, which drove weekly engagement with thousands of viewers.
- Led DEI initiatives and mentored junior engineers. Founded NextGen, the Early in Career community at Xbox. Developed a talk about the Asian American experience and presented internationally (PNW, NYC, Stockholm) to 1k+ attendees in Xbox and Xbox Game Studios, during the rise of anti-Asian sentiment in 2020.

**THE CORNELL DAILY SUN**, independent college newspaper | **Staff Writer** Ithaca | Sep 2014-May 2018

- Wrote criticism and reviews for the Arts & Entertainment section in print and online.
- Covered film, Japanese and French animation, dance, video games, concerts, and music singles.

## EDUCATION

**NEW YORK UNIVERSITY** - MFA in Creative Writing for Fiction

New York | Aug 2022-May 2025

**CORNELL UNIVERSITY** - BA in Computer Science, Minor in Game Design

Ithaca | Aug 2014-May 2018

## AWARDS

- 2025 Scholar at New York Writers Workshop in Greece
- 2023 Longlisted for the *A Public Space* Writing Fellowship out of 1.5k+ submissions  
Awarded NYU GSAS Master's College Research Grant to fund thesis research  
Awarded NYU Dean's Conference Fund to present work at AWP Conference
- 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  
Work supported by Tin House and the Sewanee Writers' Conference  
Scholarship recipient to attend New York University Creative Writing Program
- 2018 Winner of BOOM (Bits on Our Minds) cutting-edge technology showcase  
International Game Developers Association (IGDA) Scholar  
Girls Make Games Scholar at Game Developers Conference (GDC)
- 2017 Winner of Riot Games Hackathon for virtual reality simulation  
Awarded International Women's Day Leadership Award
- 2016 Awarded Class Councils Award for Outstanding Contributions in 2016 & 2015

## 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*

## OTHER EXPERIENCE

Affiliate Streamer on Twitch with over 2,200 followers and 100+ concurrent viewers

Game Designer for "Direkt" and "Fara Heim," action puzzler and puzzle platformer games created at Cornell

Engineer for Star Wars-themed rollercoaster simulation created at Cornell with Oculus Rift, Unity, and Moog

Software Engineer for Enterprise Cloud Print (ECP) iOS app at Microsoft's Windows Print team

## 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 ...
- Prompt Engineering ..
- React / Redux ...
- SEO ..
- Social Media ..
- Software Engineering ...
- Sound Design ..
- Storytelling ...
- Teaching ..
- Technical Writing ...
- Unity ..
- VR Simulation ..
- Web Development ...