

# YAO XIE

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## OBJECTIVE

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Looking for 2018 summer Software Engineer Intern.

## EDUCATION

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**The University of California, Los Angeles (UCLA)**, Los Angeles, CA *Sep. 2017 - Present*

*M.S. in Computer Science, GPA: 4.0/4.0*

**Shanghai Jiao Tong University (SJTU)**, Shanghai, China *Sep. 2013 - Jun. 2017*

*B.S. in Computer Science, GPA: 3.83/4.3, Teaching Assistant of Data Structure Course*

## TECHNICAL SKILLS

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**Programming Languages:** C/C++, C#, Python, JAVA, MATLAB,  $\LaTeX$ , SQL

**Platforms:** Windows, Linux, Visual Studio, Android Studio

## INTERNSHIP

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**Microsoft, APGC CSS** *Jun. 2016 - Sep. 2016*

*Support Engineer Intern*

- Provided technical solutions to Microsoft core product System Center Configuration Manager by debugging, log tracing, and error reproducing.
- Created reports using SQL in Visual Studio for personnel information retrieval.
- Won 1<sup>st</sup> place (Project Mr. Chorder) in Microsoft Young Hackathon at Shanghai site.

## PROJECTS

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**High-definition Video Wireless Transmission Optimization (C++, MATLAB, Python)** *Apr. 2017 - Jun. 2017*

- Developed an optimal relay location algorithm using Tensor Recovery in MATLAB for high-definition video wireless transmission where obstructions exist.
- Implemented a three-end system on three laptops (sender, relay, receiver) using C++ and a Python-controlled Roomba iRobot for real-life application.
- Achieved up to 5 times better performance in relay quality, stability than traditional solutions, and demonstrated the ability to environment adjustment.

**Mr. Chorder, A Music File-to-Score Transformer (C#)** *Aug. 2016*

- Implemented the music score prediction module using Decision Tree (a machine learning method).
- Implemented a PDF render library for music scores using iTextSharp.

**Video Based Multi-Object Tracking System (MATLAB)** *Oct. 2015 - Dec. 2015*

- Developed a software system that could track multiple people in videos, and output the marked videos.
- Implemented modules for user registration/login, video analysis, video save/review.

**Android Based Car Controlling (JAVA)** *Oct. 2015 - Dec. 2015*

- Developed an android application that could control the movement of a toy car through Bluetooth.
- Implemented multiple controlling methods, such as voice recognition (using iFLYTEK Open Platform speech technology), screen gesture, gravity (using Gyro/Acceleration sensors).

**Game 2048, New Version of A Mobile Game (C++)** *Jul. 2014 - Aug. 2014*

- Implemented a desktop version of the popular mobile game 2048 from scratch.
- Implemented additional functions, such as music/theme changing, alternative modes, etc.

## PUBLICATIONS

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**Paper:** Yao Xie, Xiao-Yang Liu, Linghe Kong, Fan Wu, Guihai Chen, Athanasios V. Vasilakos, "Drone-Based Wireless Relay using Online Tensor Update", IEEE International Conference on Parallel and Distributed Systems (ICPADS), 2016.

**Patent:** Linghe Kong, Yao Xie, Fan Wu, Yifeng Cao, Xiao-Yang Liu, Guihai Chen, "Drone-Based Optimal Relay Locating Method and System", public, China, 2016.

## HONORS & AWARDS

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Excellent Graduate of SJTU *Jun. 2017*

CCF Certified Software Professionals (Top 3.61%) *Sep. 2015*

Meritorious Winner (acceptance 9%), Mathematical Contest in Modeling *Apr. 2015*

Scholarship for Academic Excellence, SJTU *Nov. 2014, 2015, 2016*

Arawana Scholarship (total 30 students at SJTU) *Nov. 2014*