

XINHE(NOLAN) XIA

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EDUCATION

SPECIALIZATION IN COMPUTER SCIENCE

Sep.2018–Dec 2022

Western University

London ON, Canada

Technical SKILLS/Summary of Qualifications

- C/C++, C#, JavaScript, HTML, CSS, PHP, SQL, Java, Python, React, .NET
- MongoDB, Eclipse, Visual Studio, Keil, Sqlite3, Unity, VMware, VirtualBox, Junit, ZOWE Explorer, Node.JS, Git
- Experience in both Linux/Windows development environment, familiar with most command line tools
- Familiar with data structures and algorithms, such as BFS/DFS/Sorting/BST/Collections/String manipulation
- Understanding of Computer Network, such as (IP, DNS, HTTPS, TCP, etc.)
- Agile Methodologies (Such as Scrum)

EXPERIENCE

Notetaker, OneClass, London, ON

Sept. 2019-Dec 2020

- Paid close attention to details of concept in order to present accurate information
- Wrote detailed notes of course lectures, based on personal understanding of the material, and uploaded them to the online database, highly recognized by the manager, showing strong learning skills at work

Game Developer/Research Assistant, Lawson Health Research Institute, London, ON

May 2021-Aug 2021

- Resolve patient's symptoms by designing certain exercises
- Improved team efficiency by using Bitbucket and JIRA to set up time and work
- Enhanced patient's experience by adding a customize mode
- Received excellent feedback from patients, highly recognized by the supervisor, showing strong learning and problem-solving skills at work
- Increase the Patient recovery time rate by 15%

PROJECTS

“Covid Tracker” (Academic Group Project)

Oct 2020 – Dec 2020

- Worked to design a COVID monitoring system that displays case count by country and assigns a level of severity
- Implement design patterns that Improved project scalability and shield implementation of the project. Used MVC design pattern to get data synchronized
- Utilizing Jfree chart API to convert data from the internet to visible charts.
- Applied merge sort to process data which turns out getting better performance to the program
- Used unit and integration test to ensures that all code meets quality standards

“VR-GAME whack a mole” (Intern Project)

May 2021-Aug 2021

- Designed an exercise game for patients who have Tenosynovitis
- Used Unity and C# to develop the game
- Worked with doctors to develop the exercise game: whack a mole is a game that player swing a hammer to hit a random up mouse on a board to win the points, swing and hitting movement allows patients to exercise wrist, upper limber, and shoulder.
- Designed the game with two different modes: General (fast, medium, slow) and customize (the player can set the speed, amount of the mouse and size of the board in their own will.)
- Troubleshooted game to ensure no bugs are made

Relevant courses:

Information and Design, Data Structures and Algorithms, Analysis of Algorithms, Database, Computer Networks, Foundations of Computer science, Project Management, Software Specification, Testing and Quality Assurance