

# XINYI ZHOU

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## Education

### University of Southern California

*Master of Science in Computer Science (General)*

**January 2023 – Present**

*Los Angeles, United States*

### Southern University of Science and Technology

*Bachelor of Engineering in Computer Science and Technology*

**September 2018 – July 2022**

*Shenzhen, China*

## Work Experience

### Research Assistant of Dr.Luo Tao | SUSTech | Shenzhen, China

**August 2022 – December 2022**

- Individually developed Virtual Reality demos using Unity for HoloLens2 and Meta's Oculus Quest2 for user interaction experiments.
- Designed user-based HCI experiments to test the efficiency and user satisfaction level of our new Virtual Reality user interfaces.
- Developed Python scripts for user data collection and analysis
- Analyzed semi-structured interviews about IxDL language's application in industry.

### Front-End Developer Intern | Shenzhen Weijie Technology | Shenzhen, Guangdong

**March 2022 – June 2022**

- Developed the front-end of a WeChat mini application for iOS/Android using Vue.js and the UniApp framework including features of user comments, script listing, and game grouping.
- Collaborated with team members using Figma to implement features with requirement and Git to maintain the code.

### Research Assistant of Dr.Liu Jiang | SUSTech | Shenzhen, Guangdong

**September 2019 – June 2022**

- Conducted research projects related to Intelligent Medical Imaging and published a first-author paper.
- Applied successfully for the funding of National College Students' Innovative Entrepreneurial Training Plan Program (Grant No.202114325010) as the primary investigator.

## Publication

Xinyi Zhou, Louying Hao, Qiushi Nie, Yingquan Zhou, Lihui Wang, Yan Hu\*, Jiang Liu, A Novel Multi-focus Fusion Network for Retinal Microsurgery, *IEEE International Symposium on Biomedical Imaging (ISBI) 2022*

## Projects

### JsonPath Code Contribution | Java Developer

**February 2021 – May 2021**

- Conducted reverse engineering to understand the components of the project.
- Fixed two reported issues that passed the code review, the solutions were merged into the next release version.

### Color Correction WeChat Mini Program | Developer, Project Manager

**February 2021 – May 2021**

- Designed and implemented the UI to demonstrate the difficulties that color-blind people face in recognizing objects.
- Developed a high-speed algorithm for color space conversion to generate images that demonstrate how color-blind people see the world.

### Game Platform Website | Front-end Developer

**September 2020 – December 2020**

- Designed and implemented the UI of a website acting as a platform for game demonstration, downloading, and commenting using Vue.js.

### Epidemiological Analysis of COVID-19 cases in Korea | Data Analyst

**April 2020 – June 2020**

- Visualized the distribution of patients, spread of disease geographically to understand the development of the pandemic.
- Classified Korean cities by epidemic risks of their population through KMeans to provide insights for control measures.
- Predicted patients' recovery time and epidemic trend with regression analysis and the SIR Model for Spread of Disease.

## Honors

### Outstanding Graduate Student Award

**June 2022**

*Southern University of Science and Technology*

### The First Class (Top 5%) of Merit Student Scholarship

**Oct 2021**

*Southern University of Science and Technology*

## Technical Skills

**Languages:** Python, C#, HTML/CSS, JavaScript, Java, C++, SQL

**Developer Tools:** VS Code, Visual Studio, Jupyter Notebook, IntelliJ IDEA, PyCharm

**Technologies/Frameworks:** Vue.js, UniApp, Unity, PyTorch, GitHub