

# XINYI ZHOU

Graduate Student · Computer Science

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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*

## Relevant Coursework

- Data Structures
- Algorithm Design and Analysis
- Computer Networks
- Operating Systems
- Computer Organization
- Principles of Database Systems
- Deep Learning
- Software Engineering
- C/C++ Program Design
- Object-oriented Analysis and Design
- Marketing

## Experience

### Southern University of Science and Technology's School of Design

*Research Assistant of Dr. Luo Tao*

**August 2022 – December 2022**

*Shenzhen, Guangdong*

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

### Shenzhen Weijie Technology

*Front End Developer Intern*

**March 2022 – June 2022**

*Shenzhen, Guangdong*

- Assisted in development of the front end of a WeChat mini application for iOS/Android using Vue.js and the UniApp framework.
- Collaborated with team members using version control systems such as Git to organize modifications and assign tasks.
- Utilized WeXin DevTools as a development environment in order to visualize the application.

### Southern University of Science and Technology

*Undergraduate Student advised by Dr. Liu Jiang*

**September 2019 – June 2022**

*Shenzhen, Guangdong*

- 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
- Worked as the student teaching assistant for two courses: *Introduction to Artificial Intelligence (2021)* and *Multimedia Information Processing (2022)*

## 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.
- Pull Requests: <https://github.com/json-path/JsonPath/pull/711>, <https://github.com/json-path/JsonPath/pull/693>

### 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 (front-end) and SpringBoot (back-end).

### 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.

**Wheelchair Acceleration Device for Elder People** | *User Research, Material Engineer* **June 2019-July 2019**

- Conducted user research through field trips to nursing houses and questionnaires to understand elder's needs and opinions for present wheelchairs and determine the product scope.
- Selected the suitable materials for implementing the device to ensure user safety and comfort.
- Presented a usable demo that can be easily attached to wheelchair for acceleration and unloaded to recharge.
- Won the Best Team Work Award in Da Vinci Challenge Camp 2019.

## Honors

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**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

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**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, GitHub