Xiao Yan

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Education

University of Birmingham   08/2019 – 07/2022

B.Sc. Artificial Intelligence and Computer Science with Honours, Class I

- Coursework: Data Structure & Algorithms (96), Logic Computation (86), Systems Programming in C/C++ (98), Programming in Java (98), Functional Programming (96), Artificial Intelligence (85), Computer Vision and Imaging(71), Evolutionary Computation(87)

Imperial College London   10/2022 – 10/2023

M.Sc. Applied Computational Science & Engineering

- Coursework: Modern Programming Methods, Machine Learning and Data Science, Numerical Methods, Deep Learning, Applying Computational Science, Advanced Programming, Patterns for Parallel Programming, Inversion and Optimization,

Work Experience

Researcher Assistant   07/2021 – 09/2021

Imperial College London

- Developed a text humor level evaluation system for news headlines under the supervision of Professor Lucia Specia
- Implemented the RNN(recurrent neural network) models for the natural language processing (NLP) modules of the system
- Clear more than 9000 news headlines and constructed a dataset for model training and evaluation

Bishop Challoner Teaching School Alliance   06/2021 – 07/2021

Teaching Internship Programme, Bishop Challoner TSA

- Served as a math and physics teacher, deliver secondary school level lessons
- Investigated interactive teaching strategies such as brainstorming, experiments demonstrations to improve the student engagements
- Hosted tutorials and seminar sessions, answer scientific questions, shared the university life of students who majored in engineering

Project Experience

The Chatbot with a Camera Detecting Facial Impressions   09/2021 – 03/2022

Final year project

- The chatbot could respond properly based on the interlocutor's facial impressions and sentence input
- Implemented and combined several deep learning models ,such as CNN(convolutional neural network) LSTM(Long short-term memory)
- Designed and built the chatbot software based on Mac OS

Video Game Design and Development in Java   03/2021 – 05/2021

Team Leader | Java, Game Design

- Led a team of 8 to develop a game named 'Blueland Defenders' based on Java
- Designed the software architecture for the game, implemented the game AI module, proposed ideas for the game theme
- Implemented the path planning modules using A* and Flood-Fill algorithms, optimize the collision detection algorithms for game AI
- Managed the project in agile development strategy, track progress and organize information sync meetings

QShop: A Community-Focused Delivery System for Self-isolating Users   09/2020 – 12/2020

Lead Developer | Android, Java

- Designed and developed a mobile application focusing on delivery services for people in self-isolating
- Surveyed and investigated user needs, depict user portraits, and use scenarios
- Designed the software architecture, including backend, frontend, and deployment pipelines
- Prototyped the user interfaces and designed user showcase, made introduction videos