Yao Xie

(+1) 310-923-5967
allenshieh88@gmail.com
allenshieh.github.io
https://www.linkedin.com/in/yaoxieallen

Objective

Looking for 2018 summer Software Engineer Intern.

Education

The University of California, Los Angeles (UCLA), Los Angeles, CA *Sep. 2017 - Present*
M.S. in Computer Science, Ongoing Courses: Data Mining, Pattern Recognition and Machine Learning

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

Programming Languages: C/C++, C#, Python, JAVA, MATLAB, LaTeX, SQL
Platforms: Windows, Linux, Visual Studio, Android Studio

Internship

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 retrival.
- Won 1^{st} place (Project Mr. Chorder) in Microsoft Young Hackathon at Shanghai site.

Projects

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

Publications

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

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*