Yao Xie

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Education

The University of California, Los Angeles (UCLA), Los Angeles, California, USA *Sep. 2017 - Present*
M.S. in Computer Science, GPA: **3.96**/4.0, *Grader* of Fundamentals of Artificial Intelligence

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

Technical Skills

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

Internship

Google, YouTube Infrastructure, Mountain View, California, USA **(C++)** *Jun. 2018 - Sep. 2018*
Software Engineer Intern

- Implemented auto cleanup for table creation/data registration failure in query engine Procella to improve usability.
- Added new features of refreshing computed file sets for specified table with date partition to make YouTube data comply with General Data Protection Regulation (GDPR) (EU).
- Implemented regression tests for separated MetaDataServer/RegistrationServer in Procella architecture, and computed file sets refreshment in distributed file system Colossus.

Microsoft, APGC CSS, Shanghai, China **(C#, SQL)** *Jun. 2016 - Sep. 2016*
Support Engineer Intern

- Provided technical solutions to System Center Configuration Manager by debugging, log tracing, and error reproducing.
- Wrote SQL queries to retrieve internal personnel information for technical reports.
- Won 1^{st} place (see Project Mr. Chorder) in Microsoft Young Hackathon at Shanghai site.

Projects

IMDB Movie/Actor Database System (PHP, HTML, SQL) *Apr. 2018 - May. 2018*

- Built a database system on movies/actors. Created a web interface for users to interact with MySQL database and used Bootstrap to design the web pages.
- Built links between data, implemented a movie review system and search functionality.

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 quality, stability, 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 C4.5 Decision Tree. Achieved an accuracy of up to 95% in recognizing scores with small training sets.
- Implemented a PDF render library for automate music sheet generation using iTextSharp.

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).

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*