

# Xiaoyan Li

50 Corvette Ct, Apt D \* Lafayette, IN 47905 \* (765) 476-6919

[work@lixiaoyan.info](mailto:work@lixiaoyan.info) \* [www.linkedin.com/in/lixiaoyan2021](http://www.linkedin.com/in/lixiaoyan2021)

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## Statement

Thank you for taking the time to review my resume. I am a Computer Science student from Purdue University-Main Campus that is motivated by my value of Determination. I am passionate about Gaming and Coding. My short-term goals are Game engine architecture and advanced techniques in computer graphics. Outside the curriculum, plenty of specific game programming techniques are self-taught by reading books with passion. I sincerely hope we can connect soon and appreciate your time and consideration.

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## Education

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| <b>Purdue University</b><br><i>Bachelor of Science, Computer Science</i> <ul style="list-style-type: none"><li>• track in Computer graphics</li><li>• double track in Machine Intelligence</li><li>• Minor in Mathematics</li><li>• GPA: 3.05/4.0</li></ul> | <i>May 2021</i> | <i>West Lafayette, IN</i> |
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## Experience

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| <b>Tsinghua Tongfang</b> – <i>System Engineer Intern</i> <ul style="list-style-type: none"><li>• Contributed the Passenger Information System for subway No.4 in Shijiazhuang.</li><li>• Administered a message warning system for an independent sensor in subway construction.</li><li>• Developed Skills in programming languages of C# and SQL and development process in professional projects.</li><li>• Experienced in professional teamwork and long-term project maintenance.</li></ul> | <i>Summer 2017</i> | <i>Beijing, China</i> |
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## Projects

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| <b>Personal Website</b> – <i>A personal website and mail server</i><br>http://lixiaoyan.info <ul style="list-style-type: none"><li>• Mounted on AWS EC2 in VPC and @ private domain with mail service.</li><li>• Node.js server and website on HTML with CSS and JavaScript.</li></ul> | <i>Fall 2019</i> |
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## Technical Skills

- Programming Language: C++, java, HTML/CSS, JavaScript, SQL, C#
- Working environment: OpenGL, Linux, AWS, DBMS, MATLAB, Visual Studio
- Fields: Graphic programming and mathematics, System programming, Algorithm analysis, Machine learning
- Non-technical skill: technical communication, Long-term project maintenance,

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## Curriculums

- OO Programming, Data Structure, Intro to Analysis Algorithm, Programming in C
- Computer Architecture, System programming, Operating System, Database System
- Computer graphic, Numerical method, Linear Algebra, Real Analysis  
Intro to Artificial Intelligence, Data Mining and Machine Learning

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## Extra-curriculars

- A big fun of 60s and 80s old school rock.
- Grooving in gorgeous game designs in game history