Xuannan Dong | Resume

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Education

M.S. in Computer Science

University California, San Diego

09/2021–06/2023 *La Jolla, CA, U.S*

08/2016-07/2020

Hefei, Anhui, China

B.S. in Electronic Engineering(Automation) and Artificial Intelligence University of Science and Technology of China (USTC)

3.61/4.3, 86.16/100. Ranking:30/140.

2019, 2018, 2017 The First Prize Scholarship, School of Information Technology (TOP 6%)

Publication

1. Bang An, **Xuannan Dong**, Changyou Chen, *Repulsive Bayesian Sampling for Diversified Attention Modeling*, NeurIPS Workshop on Bayesian Deep Learning, 2019.

Experiences

Intel Corporation

02/2021-09/2021

SOFTWARE DEVELOPMENT INTERN

- Developed an intelligent voice assistant web application. Designed UI, frontend structure and dialogue processing flow of the App. Offered users with prompt statements and corresponding solutions.
- Implemented navigation part of the App. Coded based on Mapbox API and related Plugins to realize rich functions. Supported precheck departure and destination and furture query, visualize realtime route information and optional routes, etc.
- Designed a data annotation website for a NLP system. Users are allowed to report specific semantic errors of a given testcase, or create a testcase and define its semantics.
- o Involved Technology Stack or Framework: React.js, Redux, Thrift, Web Socket, RESTful API, Mapbox-GL-JS, Docker, etc.

Yelp-like App Development

11/2020-12/2020

Course Project

- Develop an application to realize basic functions of Yelp. Users are allowed to release and review a post on the homepage, make comments and score on other posts. Project Address, Source Code.
- Utilized Sessions && Cookies for user authentication, AJAX to upload webpages. Dealt with common security problems such as Mongo Injection and Cross Site Scripting.
- Applied Bootstrap to design webpages, Express module of Node.js to support backend service, and MongoDB as database. The project was deployed with MongoDB Atlas and Heroku

Netease ThunderFire UX

08/2020-11/2020

Data Mining Intern

Hangzhou, Zhejiang, China

- o Collected and extracted user data for games with Hadoop and MySQL. Developed and maintained a Business Intelligence platform, visualized the analytic data with Python Django and Vue.
- Utilized machine learning methods to make predictions on game trends. Worked across Finance, Player Analysis and was responsible for strengthening the connection between game players and game producers.

University at Buffalo, Al Lab

07/2019-09/2019

Research Assistant

Buffalo, NY, USA

- Improve the performance of a pervasive deep learning model Transformer on translation tasks by generating repulsive samples of the attention parameters, utilizing algorithms including Stein Variational Gradient Descent and Stochastic Particle Optimization.
- \circ Achieved state-of-the-art results on translation tasks, outperformed the baseline model by 0.8 BLEU value on small-scale the model and 0.9 BLEU value on the base-scale model.

Skills

Programming Language C, JAVA, PYTHON, MYSQL, HTML, CSS, JAVASCRIPT.

Frameworks & Tools Node.js, React.js, BootStrap, Docker, Git.