Xinjie Lan

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**Objective**

Looking for an opportunity to be involved in developing of innovative software.

**Education**

University of California, Irvine, March 2017

B.S. Degree in Physics with a concentration in Applied Physics

Dean’s Honor List – 7th quarter

University of Melbourne, December 2019

Master’s Degree in Information Technology (WAM: 75.2 H2A)

**Skills**

* Strong communication skills fluent in both Chinese and English
* Proficient with Web Application framework such as Django
* Familiar using FileMaker for application development
* Proficient coding with Java, Python, SQL, PHP, Haskell, Prolog
* Proficient with Blind & Heuristic Search Algorithms, AI Planning Approaches, and Machine Learning techniques
* Proficient in CAD programs such as SolidWorks
* Proficient using data analytic tools such as Tableau and Mathematica
* Proficient using parallel programming approaches and cloud environment systems

**Programming Experiences**

* **NAO Robot software development** including: functional working robot who can read and interact with children, friendly user interface for teachers setting up the robot, and a PDF Viewer that communicates with the robot.
* **Full-stack web development** using XAMPP, WordPress, PHP, bootstrap at Triple A Super
* **Web Application** development at Triple A Super using Django such as Admin Portal which supports API calls, User Authentication, File uploads etc.
* **Cloud Computing projects:** Twitter Geo Analysis which using HPC parallel analysis big data. The project is implemented in Python with MPI
* **Client-Server** based dictionary project which handles with concurrency

**---** Threads**,** TCP, Socket, XML are used in this project

* Team based **scrabble game project** with GUI.

--- Threads, TCP, JSON and JSwing are implemented in this project. Software design and programming skills are tested in this project.

* Berkeley **AI Pac-man** Project

--- A\* search, q-learning technique, etc. are implemented in this project by using Python. Two people finished this 3-person based team competition. Our Pacman ranked 33/156 during the competition.

* Accomplished several **programming projects**/games such as Webserver (simplified version of Tomcat which handles client requests for HTTP), Plane Fight Game, AI-based Nim Game. These projects are all implemented in JAVA

**Working & Non-IT Experiences**

* **Physics Peer Tutor** Sep. 2016 --- Dec.2016

---Paid work to help college students solve problems in Physics class

* **Baja SAE Competition** (Race Car Project in UC Irvine) Sep. 2016 --- Apirl 2017

--- As a member in Chassis and Human Interface team, I collaborated with teammates designed and manufactured chassis and brake system. Our racecar got 4th in overall dynamic events and 20th during overall competition.

* **Volunteer in LA Auto Show**

--- Present and explain our SAE racecar to LA Auto Show

* **Vehicle Service Attendant** at Hertz Mar. 2018 --- Present

--- Fast paced working environment mainly responsible for vehicle preparation to ensure vehicle is ready for customers to pick up. Complete required paperwork and data input.

**Activities**

**Sigma Pi Sigma**; National Physics Honor Society

Lifetime member

**Circle K** (A Community Service Club)**;** University of California, Irvine

Member, September 2013 – June 2014.

**Reference**

Prof. PHILIP G. COLLINS

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