

Hanyuan Xiao

<https://www.linkedin.com/in/hanyuanxiao/>

Email : xiaoh2@rpi.edu

Mobile : (518)407-9398

OBJECTIVE

To obtain internship in computer hardware and software fields of Electrical Engineering and Computer Science.

EDUCATION

- Rensselaer Polytechnic Institute (RPI)** Troy, NY
 - Bachelor of Science (B.S.) in Computer Science and Electrical Engineering (dual major); GPA: 3.96* May 2019
 - Honor:** Dean's Honor List (2015-2018)

RELATED RESEARCH & PROJECTS

- VR Acquisition & Application Development for School of Engineering Research** RPI Troy, NY
 - Software Engineer, Undergraduate Researcher* January 2018 - Present
 - Photogrammetry:** Study and implement different 3D reconstruction pipelines such as PMVS and COLMAP to generate and merge diverse models of School of Engineering of RPI, which are published to SteamVR Workshop.
 - 3D Reconstruction Optimization:** Develop and exploit functions in area of computer vision to further optimize models and merge into large-scale 3D environment to recover indoor and outdoor scenes in virtual reality.
- Google Cardboard AR/VR Research** RPI Troy, NY
 - Software Engineer, Undergraduate Researcher* September 2017 - Present
 - RPI 360 Tour (VR):** Developed a VR platform implementing *Google Maps API*, *Google Street View* and a database using AWS to allow users to visit RPI Troy campus online with any VR headset wireless.
 - A-Frame Virtual Reality Framework:** Solved issues in open-source project *aframe.io*, such as consistency and compatibility test on different hardware platforms and documentation.
- Emergency Detection System** RPI Troy, NY
 - Team SmartRPI, Team Leader* May 2017 - June 2017
 - Leadership, LESA:** Led team to study and collaborate with Professor Kenneth A. Connor and Professor Richard Radke from research center LESA (Lighting Enabled Systems and Applications).
 - Multitasking:** Multitasking in development and debug through hardware to software in whole project.
 - iPhone Application & Hardware System:** Implemented Swift programming language on iOS platform and C programming language on Arduino to allow communication between iPhone and Arduino UNO via Bluetooth (BLE).
- Computer Graphics** RPI Troy, NY
 - Course, Project* Fall 2017
 - Audio Mapped Sphere Project:** Developed a sphere which maps tones of audio file onto surface of 3D Sphere model in different RGBas using *Fibonacci Sphere Algorithm* and *Three.js* OpenGL library to show response from frequency topology.

RELATED COURSES

- Signals and Systems** 2018 Spring
 - Signal Processing & Application:** Practiced diverse continuous and discrete time signal processing methods (such as convolution, Laplace Transform) to apply to system communication, feedback control and filtering.
- Introduction to Algorithms** 2018 Spring
- Computer Architecture, Networks and Operating System (CANOS)** 2017 Spring
 - Kernel Computer Architecture:** Analyzed principles and design of CPUs and memory architecture to deepen understanding of data structures and to assist understanding of optimization of program to specific CPU design.
 - Operating System:** Explored physical layers of operating system and I/O system to support multithread programming.
- Data Structures** 2017 Spring
 - Data Structures & Algorithms:** Utilized data structures including using, constructing and modifying Tree, Map, Hash Table, Priority Queue, etc. and algorithms to optimize and fulfill classical algorithms in computer science.

SKILLS

Python C++ C HTML JavaScript Bilingual OpenGL & WebGL MS Office LaTeX Data Structures
Arduino Embedded System AutoCAD AWS Structure from Motion (SfM) Multi-view Stereo (MVS) Windows
Linux Linear Algebra Microelectronics (Semiconductor) Troubleshooting Visual Studio (VS) GitHub

WORK EXPERIENCE

- Teaching Assistant (TA)** RPI Troy, NY
 - Laboratory Introduction to Embedded Control* September 2016 - Present
- Electric Energy System Designer** Nanjing, China
 - Jiangsu Longtu Zhaorun Engineering Design Co. Ltd* July 2017 - August 2017