Frank Xiang

Education

Academic Qualifications.....

University of Wisconsin–Madison
Undergraduate Student in Computer Science,
The Hong Kong Polytechnic University

Undergraduate Student in Computing and Al,

HS Affiliated to Renmin University of China High school student,

Madison, US

Jan 2025 - Present

Hong Kong

Sep 2023 - Dec 2024

Beijing, China Sep 2020 - Jul 2023

Awards and Scholarship

O HKSAR Government Scholarship 2024/25 (HKD 80,000)	Dec 2024
O Gold Medal Winner (7th Place) in The 2024 ICPC Asia Nanjing Regional Contest	Nov 3, 2024
 Gold Medal (10th Place) of AStar (The 19th Baidu Star Programming Competition) 	Dec 2023
 Silver Medal (12th Place) of The 2023 ICPC Asia Macau Regional Contest 	Nov 2023
O Represented Beijing A Team (3rd) at the 39th National Olympiad in Informatics (NOI 20	22) Aug 2022
 Gold Medal Winner in Byte-Dance Byte Camp 2022 	July 2022
 Gold Medal Winner in the 16th Asia and Pacific Informatics Olympiad (APIO 2022) 	May 29, 2022
 2nd Place in Tsinghua University Programming Contest (THUPC) 2022 	May 2022
 1st Prize (Gold Medal) of the 39th National Olympiad in Informatics Winter Camp 	Jan 28, 2022
 12th Place of 2021 Huawei ICPC Communication Routing Challenge 	Oct 2021
 Silver Medal Winner in the 38th National Olympiad in Informatics (NOI 2021) 	July 29, 2021
 Platinum Winner (1st place) in US OPEN of USA Computing Olympiad (USACO) 	Apr 2021

Experience

Undergraduate Research in Vector Database Management System Supervised by Prof. Jieming Shi

PolyU, Hong Kong Feb 2024 - Present

- Focus on the Range Filter problem (Graph-Based KNN) of Vector Database
- Try to utilize the theory of partition structure and persistent data structure to build a new nested algorithm

Organizer of Poly Competitive Programming Club Student Assistant of COMP Programming Team

PolyU, Hong Kong Jan 2024 - Present

- Try to create a club for the PolyU Department of Computing, which is sustainable development
- Built a Discord chat channel to give new members and pupils information and resources.
- Created and assigned training sessions (Codeforces, QOJ, UCUP) to improve competitive programming skills.

Administrator of QOJ and Universal Cup

○ https://qoj.ac/user/profile/MoRanSky https://contest.ucup.ac/user/profile/MoRanSky

Dec 2023 - Present

- Use Tuack to transfer the problem's format of the competitive programming
- Manage problem system and upload problem data (UOJ QOJ format)

SureFire UAV (unmanned aerial vehicle)

PolyU, Hong Kong

Responsible for Computer Vision; Supervised by Prof. Qixin Wang

Nov 2023 - May 2024

- Try and compare different camera calibration algorithms (pinhole camera model, SFM, MVS, colmap) and point cloud registration algorithms (ICP, FMR, DGR).

Tencent Spark Challenge Week

Tencent Headquarters, Beijing

Aug 2023

Computer Vision Direction

- Completed the gesture recognition program through model training (MobileFaceNets, ResNet) and actual testing (Using MediaPipe Landmark by Google) in Python.

Projects

Competitive Programming Template

Source: https://github.com/DMoRanSky/cp-template

Feb, 2021 -

It's designed and extracted from my 5000+ competitive programming problems submission and contains 3500+ lines using C++, which includes all mainstream knowledge.

Sixteen Kingdoms Card

Beijing

Runner up of the "Discovery Cup" Youth Programming Challenge

2017

Independently developed a Landlord game using front-end language (HTML/JavaScript/CSS), which combines the historical themes of the Sixteen Kingdoms and contains 2000+ lines of code.

Split Machine

 Minecraft Plugin, source: https://github.com/DMoRanSky/splitmachine https://gitee.com/moran_sky/SplitMachine

Jan. 2017

A plug-in of Minecraft Server for dismantling items in the original environment was developed using Java language.

Technical and Personal skills

O Programming Languages: C++, Python, JavaScript, Java, HTML, CSS

Languages: Chinese, English