

XIAOYAN BAI

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OBJECTIVE

To apply for an internship in Game Design, AI and web design as a junior student majoring in Computer Science and planning to graduate in Spring 2024

EDUCATION

Shanghai Jiao Tong University Sep. 2020 – Present
Bachelor of Science in Electronic and Computer Engineering Shanghai, China

University of Michigan, Ann Arbor Sep. 2022 – Present
Bachelor of Science in Engineering in Computer Science Michigan, United States

RELEVANT COURSEWORK

- Computer Game Design and Development
- Intro to Artificial Intelligence
- Web Systems
- Drawing of Observation

PROJECT EXPERIENCE

The Legend of Zelda Re-implementation in Unity January 2023 – Present
Team leader Michigan, United States

- Re-implemented functionalities for both Link and enemies accurately
- Gain an appreciation for the project management techniques required to prevent crunch-time at the end of projects.

Poetry-Generating AI Design Research November 2022 – Present
Team leader Michigan, United States

- Pre-processed poetry data and fine-tuned language model
- Trained the language model using transformers and tokenizers to generate poems

Online Museum Design March 2022 – June 2022
Team leader Shanghai, China

- Designed an online museum website for students who were going to graduate this year to collect their memory
- Utilized CocosCreator and HTML to design and publish the website with team members

Rumination Research March 2022 –
Team member Shanghai, China

- Conducted a research in the relationship between visual imagery vividness and depression with Psychophy
- Contributed as a co-author for the paper "The Relationship between Visual Imagery Vividness and Depression: A Mediation Model of Rumination", which was submitted to Journal of Affective Disorders

WORKING EXPERIENCE

Teaching Assistant | Shanghai Jiao Tong University, Shanghai September 2021 - August 2022

- Helped the professor to grade students work and offered office hour and recitation class for four courses.

AI Training Assistant Internship | Emogent December 2021 - January 2022

- Helped the designers train Irene who is an AI serving in the museum to develop her language with NLP

Executive Director | Shanghai Jiao Tong University Art Center September 2020 - Present

- Led freshman and sophomore team to organized extracurricular activities to diverse students life
- Realized and visualized scenic design by utilizing Adobe Pr, Ps and 3ds Max

ACTIVITIES

China Collegiate Algorithm Design and Programming Challenge Contest | Bronze Medal 20, March 2021

Undergraduate Scholarship | Awarded for excellent academic performances September 2020 - August 2021

Student Union of Shanghai Jiao Tong University Joint Institute | Minister October 2020 - August 2021

Shanghai Jiao Tong University Art Center | Minister of Stage Design Department September 2020 - Present

Shanghai Jiao Tong University International Organization Camp | Excellent Team January 2022

SKILLS

Technical Skill: Unity, Python, HTML, Matlab, C/C++, Solidworks, Vivado, Adobe Photoshop, Adobe Premiere Pro

Language skills: English (TOEFL: 109), Chinese