

Xinle (Eric) Song

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EDUCATION

University of California, Los Angeles

Bachelor of Science in Computer Engineering

Los Angeles, CA

Expected June 2027

- GPA: 3.83/4.0
- Recipient of the John Richard Leffler Scholarship

TECHNICAL SKILLS

Languages: C/C++, Python, JavaScript, PHP, Visual Basic, SQL, HTML/CSS

Frameworks and Libraries: React, Node.js, MongoDB, OpenMP, ASP.NET

Tools: Linux, Shell Scripting, Regular Expressions, GCC, GDB, Git, Emacs, VS Code, Xcode

EXPERIENCE

Student Software Engineer

UCLA International Institute

June 2024 – Present

Los Angeles, CA

- Completed a training program on full-stack development using ASP.NET, Visual Basic, and SQL
- Prepared to lead the integration of a ChatBot with OpenAI API, enhancing user support capabilities
- Communicated with predecessors to understand the existing code structure for official start in Sep. 2024

Undergraduate Research Assistant

UCLA Center for Heterogeneous Integration and Performance Scaling

Jan. 2024 – Present

Los Angeles, CA

- Led code development for the foldable high efficiency FlexTrate microLED display
- Wrote 500+ lines of code to work with the TLC6984 display driver chip
- Wrote C code to automate the self testing of the display which reduced 70% of the testing time
- Assisted in the circuit fabrication process, troubleshooted connections to debug the display

PROJECTS

Find Your Clubs | *HTML, CSS, React, Node.js, MongoDB, Git*

Apr. 2024 – June 2024

- Led a team of 6 to create a full-stack web app to help students search and apply for clubs at UCLA
- Co-developed the backend API for the Recommender System, Smart Search and User Authentication
- Designed and optimized image-fetching logic, reduced loading time by 20% to enhance user experience
- Co-reviewed pull requests and merge conflicts to accelerate concurrent development

Virtual Tour Guide | *C++, Data Structures, Git*

Mar. 2024

- Designed a Tour Generator for the UCLA campus using the A* Algorithm
- Implemented user-defined Interest Points to customize the tour for each user
- Integrated a HashMap to ensure constant time lookup for the tour guide
- Optimized the tour guide to find the shortest path between 2 points in 0.001 seconds

Marble Madness Game | *C++, Object-Orientated Programming, Git*

Feb. 2024 – Mar. 2024

- Wrote 1400+ lines of C++ code to develop a High-Performance 2D shooting game
- Created different bot behaviors by implementing move, attack, and steal functions using inheritance
- Added gadgets (e.g., Extra Life) to enhance gameplay using inheritance and polymorphism
- Implemented logic to handle actions (e.g., Moving, Firing Bullets, Pushing Marbles) and perform collision detection between objects