Xinle (Eric) Song

(310)-869-9560 | erics311@ucla.edu | linkedin.com/in/xinle-song | github.com/EricSongXinLe

Education

University of California, Los Angeles — Los Angeles, CA
Bachelor of Science in Computer Engineering — *Expected June 2027*

- GPA: 3.88/4.0
- 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, TensorFlow, OpenCV
Developer Tools: GCC, GDB, Git, Shell, Linux, Emacs, VS Code, Xcode

Experience

Student Software Engineer — June 2024 – Present
UCLA International Institute — *Los Angeles, CA*

- Completed an intensive 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 — Jan. 2024 – Present
UCLA Center for Heterogeneous Integration and Performance Scaling — *Los Angeles, CA*

- Lead code development for the foldable FlexTrate microLED display
- Adapted 148K+ lines of code to work with the TLC6984 disply driver chip
- Wrote C Code to automate the self testing of the display
- Assisted in the circuit fabrication process, troubleshoot connections and debugged the display

Teaching Assistant — Aug. 2021
UPenn Al Curiosity Summer Camp, Beacon Education — *Online*

- Prepare and present presentations to teach Python and OpenCV for a 20-people class
- Mentor group discussions to led 3 mentees to complete the Hieroglyph Classification Project
- Instruct mentees to train ResNet-50 using CUDA and deploying the trained model on the Jetson Dev Kit

Projects

Find Your Clubs | *HTML, CSS, React, Node.js, MongoDB, Git* — Apr. 2024 – June 2024

- Lead 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-review 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 (e.g., RageBot, ThiefBot) by implementing move, attack, and steal functions
- Added game items (e.g., AmmoGoodie, ExtraLifeGoodie) to enhance gameplay
- Implemented logic to handle actions (e.g., Moving, Firing Bullets, Pushing Marbles) and perform collision detection