

# Xing Liu

xingyzt@berkeley.edu

CURRICULUM VITAE · JANUARY 2024

## EDUCATION

---

### UC Berkeley

*Fall 2023 → (Spring 2027)*

Undergraduate intending to major in physics, astrophysics, and applied math.

GPA: 3.94

Coursework includes Physics 5A (A<sup>+</sup>), Physics 105 (A), and Math 110 (A).

### Arcadia High School

*Fall 2019 → Spring 2023*

Focused studies on physics, astronomy, and web development.

GPA: 3.90

Coursework includes AP Calculus BC (5), AP Physics C (5, 5), and AP Chemistry (5).

## EXPERIENCE

---

### *Mentee*, Undergraduate Lab for Physics & Astronomy, UC Berkeley.

*Fall 2023 →*

Under the mentorship of Cooper Jacobus, my group is building a deep learning convolutional neural network to infer the large-scale distribution of extragalactic dark matter from the distribution of galaxy halos. We hope this will aid in verifying more direct surveys on dark matter structure.

### *Teacher*, Society of Physics Students outreach program, UC Berkeley.

*Fall 2023 →*

My group is teaching physics lessons to elementary, middle school, and high school students in the Bay Area to inspire them with a curiosity for science. For *Splash@Berkeley*, I have wrote and taught several introductory special relativity, optics, and cosmology lessons for high schoolers.

### *Co-captain*, FTC 15303 Robotics Team, Arcadia High School

*Fall 2019 → Spring 2023*

I led the design and autonomous programming of our robot's drivetrain. I modeled our ideas in CAD, including many 3D-printed parts. In our final season, I created an autonomous navigation program based on computer vision odometry, which mitigated the usual errors from IMU integration drift.

### *Web & database lead*, App Development Team, Arcadia High School

*Fall 2019 → Spring 2023*

I designed and programmed my high school news app's cloud-hosted database and web-based article editing system. I added new features including a course schedule viewer, calendar, and a 3D map.

## SKILLSET

---

### Classical mechanics and relativity

Competent with tensor algebra for special relativity, Lagrangian/Hamiltonian mechanics for discrete systems, as well as vector calculus EM. Currently self-studying tensor calculus and Lagrangian/Hamiltonian classical field theory.

### Quantum mechanics

Understands solutions to Schrödinger's equation in 1D, quantum states, and quantum operators. Conceptually familiar with the standard model of particle physics.

### Astrophysics

Conceptually familiar with the concordance model of cosmology, as well as stellar formation, evolution, and remnants. Currently studying theoretical cosmology, in particular the growth of structure.

### Data analysis and machine learning

Experienced with making numerical simulations, analyses, and visualizations in Python with NumPy, SciPy, and OpenCV. Have implemented deep-learning convolutional neural networks (CNNs) with PyTorch. Familiar with C, C<sup>++</sup>, and OpenGL. Currently experimenting with generative adversarial networks (GANs).

### System administration

Uses Linux (Ubuntu). Experienced with bash scripting, git/GitHub, and other command-line tools, as

well as Google Cloud, Colab, and Firebase for cloud computing, databases, hosting, and APIs.

### Web design and development

Experienced with vanilla HTML/JS/CSS, as well as Jekyll, Node/NPM, React, and WebGL/ThreeJS.

### CAD and electrical engineering

Experienced with OnShape CAD. Familiar with Arduinos and basic breadboard circuitry.

### Miscellaneous

Dabbles in fractal art and graphic design. Fluent in English, French, Mandarin Chinese, and L<sup>A</sup>T<sub>E</sub>X.

## PROJECTS

---

- Starherd**, independent work (xingyzt.net/starherd) *Summer 2023* →  
An interactive website for teaching stellar evolution, built in JS/WebGL.
- Polarizar**, FTC Robotics (github.com/flyorboom/polarizar) (demo) *Fall 2022* → *Spring 2023*  
A real-time computer vision algorithm for autonomous navigation, built in Python/OpenCV.
- Map.ahs.app**, App Dev Team (github.com/ahsappdevteam/voxmap) (demo) *Fall 2021* → *Fall 2022*  
An interactive 3D map of Arcadia High School, supporting location tags and featuring real-time ray-marched rendering, built in C/C<sup>++</sup>/JS/WebGL.
- ACES**, App Dev Team (github.com/ahsappdevteam/aces) *Fall 2019* → *Fall 2022*  
A web-based content editing system for the Arcadia High School app, supporting rich text formatting, media embeds, and article recommendations, built in JS with a Google Cloud/Firebase backend.

## TECHNICAL COURSEWORK

---

- Spring 2024** (intended; may drop courses marked with \* if time commitments conflict with research)  
Physics 5B: *Introductory Electromagnetism, Waves, and Optics*  
Physics 5BL: *Introduction to Experimental Physics I*  
Physics 5C: *Introductory Thermodynamics and Quantum Mechanics*  
Physics 110A: *Electromagnetism and Optics I* \*
- Physics 137A: *Quantum Mechanics I*  
Math 104: *Introduction to Analysis* \*  
Astronomy/Physics C161: *Relativistic Astrophysics and Cosmology* \*
- Fall 2023**  
Physics 5A: *Introductory Mechanics and Relativity* A<sup>+</sup>  
Physics 24: *Freshman Seminar on Particle Physics* P  
Physics 105: *Analytical Mechanics* A  
Math 110: *Abstract Linear Algebra* A
- Credits by examination**  
Math 53: *Multivariable Calculus*  
Math 54: *Linear Algebra and Differential Equations*  
AP Calculus BC 5  
AP Physics C: *Mechanics* 5  
AP Physics C: *Electricity and Magnetism* 5  
AP Chemistry 5