

# JUN XIA

☎ 949-678-5255

✉ [lsh521314@gmail.com](mailto:lsh521314@gmail.com)

🌐 [linkedin.com/in/jun-xia](https://www.linkedin.com/in/jun-xia)

🌐 [jackyzzzz.github.io](https://jackyzzzz.github.io)

## Education

### University of California, Irvine

*Bachelor of Science in Computer Science*

GPA: 3.63/4.0

Sep 2021 – Jun 2025

Irvine, CA

## Relevant Coursework

- Data Structures
- Algorithms
- Database Management
- Computer Networks
- Embedded Software
- Operating Systems
- Systems Programming
- Computer Architecture

## Experience

### UC Irvine

Sep 2023 – Present

*Learning Assistant*

Irvine, CA

- Co-hosted three weekly lab sessions, each lasting 80 minutes, alongside a Teaching Assistant, focusing on hands-on coding and theoretical understanding.
- Employed innovative teaching methods to assist students with advanced topics such as Asymptotic Analysis, Databases, and Functional Programming, leading to increased student engagement and comprehension.
- Participated in weekly introspective discussions with course instructors and fellow tutors to continually improve teaching methodologies and strategies.

### UC Irvine

Jul 2023 – Sep 2023

*Software Engineer Intern*

Irvine, CA

- Orchestrated the development of a Flask application using Docker, facilitating seamless integration with a WordPress website hosted on Google Cloud Platform.
- Engineered a dynamic front-end feature leveraging JavaScript and HTML, enabling users to upload JSON-formatted workflow to a remote API.
- Devised and implemented a dynamic container orchestration feature, resulting in a 20% reduction in server costs and enabling instantaneous workflow execution via API calls.

## Projects

### Texera | *Scala, Java, TypeScript, HTML, Python*

September 2023

- Engineered a high-performance, collaborative data analytics platform that now serves over 4,000 global users across various industries.
- Introduced data visualization operators, optimizing data processing speeds by approximately 10%.
- Expanded unit test coverage for a core Scala-based system service, enhancing code reliability by improving line coverage by 15%.

### Breakout Game | *HTML, CSS, JavaScript*

August 2023

- Designed and implemented a Breakout game utilizing HTML5 Canvas and JavaScript, featuring real-time gameplay.
- Crafted a fully responsive UI enriched with interactive elements using advanced CSS3 techniques.
- Engineered real-time scoring algorithms and dynamic brick layout algorithms to provide an engaging user experience.

### Global Airport GUI | *Python, SQLite3*

May 2023

- Developed a Python-based GUI application capable of parsing and storing intricate data related to 75,880 global airports in an SQLite3 database.
- Utilized SQLite3 for complex data queries and detailed airport information.
- Employed inheritance principles that reduces repetitive code by 30%.

## Technical Skills

**Languages:** Python, HTML, CSS, JavaScript, TypeScript, Java, Scala, SQL

**Technologies/Frameworks:** Git, MySQL, React, REST API, Docker, Flask, WordPress, Google Cloud Platform

## Leadership / Extracurricular

### UCI Chinese Students and Scholars Association

Spring 2022 – Present

*Vice President*

University of California, Irvine

- Led organization of 100+ members to work towards the goal of improving the lives of Chinese students academically, socially, and professionally.
- Managed board of 13 members and ran weekly meetings to oversee progress of organization's 7 committees.