

Jun Xia

949-678-5255 | xiaj8@uci.edu

[Github](#) [Personal Website](#)

EDUCATION

University of California, Irvine

Expected: June 2025

B.S. in Computer Science, Specialization in Information

GPA: 3.63

Coursework: Data Structure Implementation and Analysis; Introduction to Linear Algebra; Machine Learning and Data-Mining; Principles of Operating System; Introduction to Data Management

EXPERIENCE

Research Assistant | UC Irvine:

Jul 2023 – Current

- Developed a variety of data management and text analytics projects under the supervision of Prof. Chen Li from Department of Computer Science at UC Irvine
- Reviewed technical code and pull requests from outside organizations on Github
- Leveraged Docker to allow for easy deployment and scalability for running the workflows

ICS Lab Tutor | <University of California, Irvine>:

Jan 2023 – Mar 2023

- Tutored intermediate python students by emphasizing conceptual understanding of topics
- Write journals to reflect on the tutoring outcome each week

PROJECTS

Texera (Scala, Java, TypeScript, HTML, Python)

- Developed and maintained a collaborative data analytics platform using workflows supporting over 4000+ users around the world
- Implemented a variety of data visualization operators to boost user's data processing speed
- Incorporated Git and Unit tests throughout the project to support scalable computation and crossable platform experience (**Windows, Mac, Ubuntu**)

Global Airport App (Python, Sqlite3)

- Developed a Python-based GUI application to parse over 75,880 airports in the world and insert them into SQL database
- Utilized Sqlite3 library for complex data queries to fetch detailed airport information
- Incorporated Git for version control, maintaining an organized workflow for future enhancement

2D Client/Server Game (Python, Socket):

- Developed a client-server architecture game, allowing two players to play the game remotely over the network
- Implemented an AI-driven for the player by creating a random-move-based AI for the server

Skills

- Languages: Python, HTML, CSS, JavaScript, TypeScript, Java, Scala
- Technologies: Git, Bash, React, API

