

Jun Xia

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<<https://github.com/JackyZzZz>>

EDUCATION

University of California, Irvine

Bachelor of Science in Computer Science, Jun 2025

GPA: 3.63

EXPERIENCE

Research Assistant | UCI:

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

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, MS Office Suite, Google Suite