Xiaobin (Jaden) Mei

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Availability: Jan. 2026 – June 2026

EDUCATION

Northeastern University, *Boston, MA* May 2028

Bachelor of Science in Computer Science and Mathematics

Honors: Dean's List, GPA: 4.0/4.0

Relevant Courses: Object-Oriented Design, Algorithms and Data, Foundations of Data Science, Discrete Structures, Logic and Computation, Advanced Probability and Statistics, Calculus 3

Activities: Artificial Intelligence Club (*Member; attended 5-week AI Bootcamp*), Oasis (*Member*)

North Quincy High School, Quincy, MA June 2024

Honors and Activities: GPA: 3.74/4.00, Science National Honor Society, World Language Honor Society, Massachusetts State Seal of Biliteracy, Table Tennis Club, Interact Club, American Youth Table Tennis Organization Tournament

TECHNICAL SKILLS

Languages: Java, JavaScript, Racket, Python

Technologies: React, IntelliJ IDEA, VSCode, Git/GitHub, PyCharm, Swing, JUnit, Spring Boot, PostgreSQL, RESTful APIs, LaTeX

PROJECT EXPERIENCE

Developer, **The Invasion**, *Tech. Stack: React, Spring Boot* June 2025 – Present

- Developed a full-stack tower defense game in which players can strategically deploy defensive units to prevent enemy waves from reaching their base across 20+ progressively challenging levels with an endless mode.
- Built a React.js frontend with real-time game rendering and a Spring Boot backend connected to a PostgreSQL database, using RESTful APIs to manage sessions and save game states.
- Achieved smooth gameplay with custom collision detection and path-finding algorithms, supporting persistent player progression and resource management.

Frontend Developer, **BookStore Simulator**, *Tech. Stack: React* Jan. 2025 – Present

- Collaborated with a team of 4 on a semester-long Oasis program project to build UI components for a simulated textbook marketplace using Vite-React, including filtering tools and book submission forms.
- Developed a dynamic filtering system for price, college, and subject, and implemented form handling with client-side state management to deliver real-time display updates.

Developer, **Calendar Application,** *Tech. Stack: Java, Swing* May 2025 – June 2025

- Collaborated with a partner to design and implement a GUI calendar application using the Model-View-Controller (MVC) architecture, achieving low coupling through interface-based communication and high cohesion within components.
- Developed Schedule-view, and Month-view interfaces using Command design patterns for event handling, allowing users to create, edit, and manage events with persistent data storage across multiple calendar instances.

Developer, **Light 'Em All**, *Tech. Stack: Java, Javalib* April 2025

- Designed and built a tile-based puzzle game in Java using Javalib World framework, implementing Kruskal's algorithm to procedurally generate fully connected game boards.
- Used Breadth-First Search algorithm to simulate the power spread from a central power station with rotation-based puzzle logic.

Developer, **Connections**, *Tech. Stack: Java, Javalib* March 2025

- Programmed in Java to create an interactive word-grouping puzzle game using object-oriented design and structuring modular classes to manage logic, graphics, and user input.
- Implemented randomized puzzle generation using Fisher-Yates shuffle algorithm, mouse-based word selection with coordinate mapping, group validation through category matching, and comprehensive game state management with ArrayList data structures.

WORK EXPERIENCE

CAPS Assistant, **Boston Chinatown Neighborhood Center,** Boston, MA Oct. 2024 – August 2025

- Coached high school students on resumes, essays, and SAT prep to strengthen their college applications.
- Delivered Chinese translation in workshops to help newly immigrated students engage with the workshop materials.