Xinyue LIU

Tel: 86- 13368157819 **Email:** aaronxyliu@qq.com
ADD: No.98, AiJiaQinYuan, Xiejiawan Main Street, Jiulongpo District, Chongqing, China

EDUCATION BACKGROUND

Nanjing University (NJU), Nanjing, China 2016-2020
Department of Computer Science and Technology
GPA: **4.26** /5.0

PROFESSIONAL SKILLS

Computer language: C/C++, Python, Java, JavaScript, Lua, R, HTML, C#, MATLAB, LaTeX
TOEFL: 100 **GRE**: 324 + 3.0

PUBLICATION

Xinyue Liu, Yanhui Li
Is Bigger Data Better for Defect Prediction: Examining the Impact of Data Size on Supervised and Unsupervised Defect Prediction (WISA 2019), 12 pages, Sep. 2019

WORK EXPERIENCE

Intern, Tencent TiMi Studio Group, J5 Studio 7/2019-10/2019
- Participated in the client development of a massive multiplayer online game.
- Coded part of gameplay logic in Lua and participated in the development of UE4 skill-edit plugin with C++.

RESEARCH EXPERIENCE

Research on a Unified Model for Defect Prediction on Huge Software Data 4/2018-4/2019
- Built and utilized machine learning models to predict defects in software engineering projects.
- Organized and analyzed experimental results by R language.
- Finished a paper and published in WISA (Web Information Systems and Applications) journal.

Research on the Practice of Computer System 9/2017-12/2017
- Simulated a simple computer system (with ALU, CPU, internal storage etc.) by C language on Linux.
- Realized CISC instruction set to ensure the normal operation of the system.
- Ran an assembly instruction program in the system.

Research on Fundamentals of Compiling 10/2018-1/2019
- Carried out lexical analysis and grammatical analysis of source code; built a syntax tree.
- Checked semantic fault and translated the code into an intermediate code.
- Generated MIPS32 assembly code and got correct computational results.

Development of a Physical-based Renderer 1/2020-3/2020
- Develop a simple physical-based render. Simulate light reflect, refraction and diffuse.
- Realize light collision detection for simple geometric objects

Development of an Indie Game 12/2019-6/2020
- Cooperated with other 2 students to development an indie game called *Tracing* with Unity3D.
- Completed all code development alone. Designed a program logic frame as my graduation project topic.

EXTRACURRICULAR ACTIVITY

- Phantom Magic Club, Nanjing University **Minister** 9/2017-6/2018
- Volleyball Team, Department of Computer Science and Technology **Captain** 9/2017-6/2018
- Student Union, Department of Computer Science and Technology **Member** 10/2016-6/2017

HONORS & AWARDS

- Freshman Scholarship, NJU 2016
- People's Scholarship (Level-3), NJU 2016-2019