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OLIVIA XIANG

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Education

Cornell University, College of Engineering
Cumulative GPA: 3.46

Bachelors of Computer Science, Expected 2020
Business Minor, Presidential Research Scholar

Experience

Software Engineering Intern at Capital One 2018

- Created internal Android app from scratch to help Associates create NDAs
- Developed natively in Kotlin and integrated several APIs including the DocuSign API
- Implemented UI using XML that followed Material Design guidelines

Subteam Lead on Autonomous Bicycle Team 2017-2018

- Creating the world's first self-steering, self-balancing bicycle.
- Computer Vision lead, working towards obstacle detection using OpenCV

Cornell University Teaching Assistant 2017-2018

- Served as a TA for CS 2112 (Honors Object-Oriented Design & Data Structures)
- Led weekly discussions, designed student projects, and held weekly office hours

Cornell University Research Assistant 2016-2018

- Used R for exploratory analysis on available student data
- Identified key differences between taking co-requisite courses as pre-requisites
- Visualized and presented findings to a faculty panel for future improvements

UCF Office of Research & Commercialization Quality Assurance Intern 2015

- Worked on a team using the Agile methodology to connect entrepreneurs with investors
- Certified application stability in a production environment through unit testing

Projects

City of Light 2018

- Created a desktop game in Java with LibGDX and Box2D in a team of six people
- Accepted to Boston Festival of Indie Games (BostonFIG)

Black Hole Simulator 2018

- Created a black hole simulator using WebGL and GLSL
- Allowed for realistic rendering and user interaction
- Rendered images using ray tracing and rasterization

Simulating Evolving Artificial Life 2016

- Implemented a parser and interpreter for a given context-free grammar using Java
- Created a GUI to control and visualize a multi-threaded world using JavaFX
- Built a Java-backed thread-safe web server to handle distributed worlds

Skills

Java • Unit Testing • Git • Kotlin • OCaml • R • HTML/CSS • JavaScript • C • WebGL • Python • LaTeX

Applicable Courses

Computer Graphics • Computer Game Design • Analysis of Algorithms • Object-Oriented Design & Data Structures Honors • Functional Programming • Operating Systems • Networks • Discrete Structures • Data Science • Probability Models and Inference

Activities

- Corporate Officer for Cornell Association of Computer Science Undergraduates (ACSU)
- Alpha Phi Omega Service Fraternity Member