# Xuyang Ma, Master Student

✓ fsthfsakura@163.com

https://github.com/RTX2080

## **Education**

2021 - 2024

M.Sc. in Computer Technology, Institute of Computing Technology, Chinese Academy of Sciences supervised by Prof. Yiqing Zhou.

2017 - 2021

Bachelor in Software Engineering, Shandong University
Thesis title: A Comparative Analysis of SIFT and SURF Feature Extraction for Depth Camera Image Matching supervised by Prof. Rongjiang Pan.

## **Research Publications**

Xuyang Ma et al. "Data Transmission in LEO Satellite Communication Network: Spatio temporal Cost Model and Reallocation Algroithm," *IEEE Transactions on Vehicular Technology.* (With Associate Editor)

Xuyang Ma et al., "A Method for Testing Satellite Algorithms" Patent No. CN114780063A, China, 2022.

## **Awards and Achievements**

#### **Awards**

2019

- **Champion**, International Collegiate Programming Contest China Invitational Contest (Nanchang)
- Gold Award, China Collegiate Programming Contest Regional Contest (Qinhuangdao)
- Runner-up, International Collegiate Programming Contest China Provincial Contest (Shandong)
- Silver Award, International Collegiate Programming Contest Asia Regional Contest (Nanchang)
- Bronze Award, China Computer Federation Collegiate Computer Systems & Programming Contest

#### **Achievements**

2023

- **Volunteer Experience**. Received appreciation letter from Science and Technology Popularization, China Association for Science and Technology.
- ▼ Volunteer Recognition Certificate No.2023050001034. Awarded by Bureau of Academic Divisions, Chinese Academy of Sciences.

2022

**Volunteer Recognition Certificate CASF2022000V0204**. Awarded by Bureau of Science Communication, Chinese Academy of Sciences.

## **Skills**

Languages

IELTS 6.5(L:6.5, R:8.5, W:6, S:5.5) taken in 2023

Misc.

Science education volunteer

## **Interests**

**Sports** 

Table tennis, Badminton, Cycling, Swimming, Go, Chinese chess (Received Honorable Mention from Chinese University Mind Sports Association)

Misc.

Watching anime, Playing computer games

## **Online Courses**

<u>CS61A</u> Structure and Interpretation of Computer Programs

CS188 Introduction to Artificial Intelligence

<u>Games101</u> Introduction to Modern Computer Graphics <u>Games102</u> Geometry Modeling and Processing (GMP)

Games103 Introduction to Physics-Based Computer Animation

Games202 High-Quality Real-Time Rendering

<u>Coursera</u> Machine Learning