RUIXIN SHI

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EDUCATION

Boston University | Boston, MA
Bachelor of Arts in Computer Science Sep2020 - May 2024
Relevant Coursework: Data Structures, Analysis of Algorithms, Software Engineering, Networking Essentials Programming Languages, Artificial Intelligence, Computer Graphics, Operating System.

Northeastern University | Seattle, WA
Master of Computer Science May 2024 - Present

SKILLS

Programming - proficient in Python, Java, C, C#, JavaScript, TpyeScript, Ocaml, flutter
Tools - proficient in Git, MySQL, JSON, React

PROJECT EXPERIENCE

Interpreter Project | Boston University Jan 2022 – May 2022
‣Developed Interpreter with parser system that allow user to create their own programming language; Developed using Ocaml; Define the logic for newly created programing language.

Auto Chess Agent | Boston University Jan 2023 – May 2023
‣Trained auto chess AI agent via sepia, a modular-open-source framework; Developed using Java; Applied neural network topology to train chess AI agent; build reward function, feature extraction function for chess AI agent.

Information Website of Student Roster | Boston University May 2023 – June 2023
‣Build a website indicating student's status of what class they are currently; Obtain student's information through API port that return student's information in form of .JSON file; present information using component provided by React; develop using TypeScript, HTML, and CSS.

FIFOs scheduler OS on Linux | Boston University Sep 2023 – Jan 2024
‣Build a multithreaded OS that runs in protected mode on Linux system, developed using C.
‣Use information given by GRUB to display system information and schedule threads(simulated) in a FIFO order.

Microcontroller Game with Gesture Recognition| Boston University Jan 2024 – May 2024
‣Build a microcontroller game with hand gesture recognition on Arduino platform with ArduCam module.
‣User would play our mini game with gesture input reflect real time on other Arduino modules.

UnWire – a mobile app for local network chat| Northeastern University Sep 2024 – Dec 2024
‣Developed using Flutter, I am responsible for designing and coding the fundamental structure of the application.
‣In charge of managing the development team and overseeing the promotion of the application.

RESEARCH EXPERIENCE

Boston University Department of Biology| Boston, MA
Research Assistant under Professor Jen-Wei Lin May 2023 – May 2024
‣ Worked as a Research Assistant for Professor Jen-Wei Lin, Associate Professor of Biology at Boston University. My responsibilities included handling experimental data and creating plots to use as illustrations. Under Professor Lin's guidance, I also practiced applying appropriate filters and clustering methods to experimental data.

ACTIVITY EXPERIENCE

BUTV10 | Boston University
Graphic Coordinator Aug 2021 – May 2024
‣ Facilitated collaboration between departments and assisted different teams with graphic-related requests, including providing shoot prompts for new programs, arranging display cases, and creating content for social media platforms, among other duties.

Winner of 2025 Qualcomm & Microsoft On-Device AI Hackathon | Northeastern University Mar 2025
Team Leader
‣ Won both the Popular Choice and Judges' Choice awards at the hackathon with our project *Fit-Mirror*—an interactive personal trainer that delivers pro-level training guidance utilizing a projector along with an image recognition model to guide the user to achieve accurate training poses. Achieve products like Echeion Reflect Fitness Mirror with just $20 hardware cost.