Sally Xue

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EDUCATION

University of Illinois, Urbana-Champaign

Bachelor of Science in Computer Science + Music; Minor in Statistics Aug 2021 – Present Expected graduation date: May 2025

Current GPA: 4.0/4.0

TECHNICAL SKILLS

Programming Languages: Python, C/C++, Java, Dart, JavaScript, SQL, HTML, CSS, R, Lisp **Tools & Frameworks:** Flask, JUCE, React, Linux, Selenium, Git, Flutter, Jupyter Notebook, VS Code

EXPERIENCE

Microsoft

May 2023 – Aug 2023

Software Engineer Intern

Beijing, China

- Contributing to the AI music research project Muzic, quantizing and optimizing music generation process
- Implement the prelude generation algorithm in **Python**, improved the production efficiency by 50%

Snippet

Nov 2022 – Feb 2023

Software Engineer

Champaign, Urbana, USA

• Developed the frontend of a user-centric mobile app using **Flutter** and **Dart**, designed to store college memories through pictures and moments

PROJECTS

AI For Elderly | Python, JavaScript, HTML/CSS, Selenium, Gradio, APIs

May 2023 –Aug 2023

- Used **revChatGPT** and **gTTS** APIs for creating a voice assistant proficient in handling calendar tasks; Developed calendar page with **JavaScript**, **HTML/CSS**; Enabled calendar automation using **Selenium**
- Constructed a web platform using Gradio and CSS, deployed on Hugging Face Spaces

CS340 Final Project: 1989 Mosaics | Python, Flask, JavaScript

Mar 2023 – May 2023

- MapReduce-based course-wide mosaic generation, created over 1989 mosaics from over 300,000 "base images" to reduce into one ultimate mosaic
- Contributed backend microservices via Python and Flask, enables text input for frontend via JavaScript

BiliGraph | *C++, VS Code*

Oct 2022 – Dec 2022

- Used statistics on videos individually and jointly released by famous uploaders on Bilibili (a Chinese video platform) to generate graph
- Analyzed the effectiveness of jointly published videos using Kruskal Algorithm; Used Betweenness centrality to look for who is the most/least socially active author

Media Player App | C++, JUCE

Nov 2022 - Dec 2022

• Developed an app capable of playing MIDI and audio files. The graphical transport within the app allows manipulation of playback position, gain, and tempo while the file is playing

RELEVANT COURSEWORKS

Data Structures, Intro to Computer Systems, Applied Machine Learning, Introduction to Computer Science I & II (Java, C++), Computation and Music I & II, Software Design Lab, The Art of Web Programming, Prob & Stat for Computer Sci, Statistical Analysis, Statistics and Probability I