

Sally (Kexin) Xue

(+1) 650-683-2472 | kexinx4@illinois.edu | [Portfolio](#) | [LinkedIn](#) | [Github](#)

Education

University of Illinois, Urbana-Champaign

Aug 2021 – May 2025

Bachelor of Science in Computer Science + Music; **GPA**: 4.0/4.0

Minor in Statistics; **GPA**: 4.0/4.0

Organizations: Women in Computer Science, SIGMusic

Technical Skills

Programming Languages: Python, C/C++, Java, JavaScript, HTML/CSS, R, SQL, Dart

Tools & Frameworks: Flask, React, Linux, Selenium, Git, Flutter, Jupyter Notebook, MS Excel, PowerBI

Working Experience

Microsoft

May 2023 – Aug 2023

Software Engineer Intern

Beijing, China

- Contributed to the AI music research project *Muzic*, quantized and optimized music generation process
- Implemented the prelude generation algorithm in **Python**, improved the production efficiency by 50%

University of Illinois Urbana-Champaign

Sep 2023 – Current

Research Assistant

Champaign, Urbana, IL

- Working with Prof. Wade Fagen-Ulmschneider on Data Sonification project. Utilize **Python**, **Pandas**, **NumPy**, and specialized signal processing techniques to preprocess and analyze diverse datasets

Project Experience

[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**
- Demonstrated strong communication and collaboration skills leading a diverse team

[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**

[Snippet](#) / Flutter, Dart

Nov 2022 – Feb 2023

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

[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 Courses

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