

Max Xiang

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Education

2018 – Present University of Manchester

MSc Advanced Computer Science and AI

Graduation: September 2019

- Selected modules: Machine Learning, Modelling of High-Dimensional Data, Text Mining, Computer Vision, Software Engineering, Agile Development

2014 – 2018 University of Bologna, Italy

BSc Computer Science and Engineering

- **Final dissertation in Computer Graphics** involved in developing a virtual reality application for medical imaging diagnosis using Unity 3D and the HTC Vive VR platform.
- Led a team project designing and developing a sandbox physics simulator of the solar system in Java, using the MVC architecture.

Work Experience

Nov 2017 – Jan 2018 Yoroi Srl

Software Engineer Intern - R&D

- Worked with technologies such as Docker, Scala and the DeepLearning4j library.
- Developed a neural network for classifying different types of malware, which has been used in production.

Technical knowledge and Skills

- **Programming:** C, C++, Java, Python, C#, Scala, Bash scripting, Matlab
- **Parallel programming in C:** OpenMP, MPI, and CUDA
- **Embedded systems:** Arduino, Raspberry Pi, Linux, Android
- **Machine learning libraries:** DeepLearning4j, Scikit-learn
- **Software engineering:** UML design, Testing, Agile practices
- **VCS:** Git and Mercurial
- **Additional software:** Unity 3D, Blender
- **Languages:** English (fluent), Italian (Native), Chinese (intermediate)