

Zixin LEI

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EDUCATION

Northwestern University

Master of Science in Computer Science

Evanston, IL
Expected 2022

- GPA: 3.9/4.00

University of Illinois at Urbana-Champaign (UIUC)

Bachelor of Science in Computer Science

Champaign, IL
August 2017 - May 2021

- GPA: 3.8/4.00

PROFESSIONAL SKILLS

- Programming Languages: C++, C#, MATLAB, Java, Python, PHP and SQL
- Tools and Frameworks: FastAPI, Flask, Developer Productivity Frameworks, Unity, CRUD, Schema Design etc.

PROFESSIONAL EXPERIENCE

VisionX LLC

Software Engineer Intern

San Jose, CA
June – September, 2022

- Designed and developed the company's navigation and store websites using **HTML/CSS**, Python **Django** and **MySQL**. Maintained the website and improved user experience. Deployed AI based Leaf Disease Detection algorithms onto the website with visualization through **vue.js**.
- Built a Python module to extract statistical data on the website for later NLP projects using **watchdog**.

Moxtra Inc.

Remote Intern

Silicon Valley, CA
June - September, 2020

- Conducted in-depth research on how Emoji implemented in backend C++ code is displayed among several popular platforms (Google Chrome, Safari etc.).
- Used **FastAPI** web framework in Python to implement the transaction of JSON data in backend and test the functionalities.
- Developed a monitoring system for the database based on cpu usage, disk usage, I/O and data size in Python.

BluePrint Geographic Information System Company

Software Engineer Intern

Beijing, China
June – September, 2021

- Assisted engineers with development and code maintenance of a company project named “Cangbaotu” (code upgrading/refactoring/optimization) in C++.
- Wrote the interface program for the “Supplier” section using **Flask** web framework in Python, extracted the common code and optimized the structure of the project.
- Conducted routine processing and analysis of product sales data, and updated the company's relational database weekly.

RESEARCHES & PROJECTS

CS Courses Game Making, Northwestern University

Independent Project

Evanston, IL
September – December, 2021

- Cooperated **Unity** engine with C# code to remake simpler versions of classic arcade games, Breakout and Galaxian.

CS Courses Browsing System, UIUC

CS411 Final Project

Champaign, IL
January – May, 2020

- Built a web scraper to extract and import school Computer Science course data using Python requests, bs4, **MySQL** and **MongoDB**.
- Used **PHP** to build up a local webpage which cooperated with data stored in both databases and let the users perform basic **CRUD** operations.

Champaign Food Pantry Database Design

Group Project

Champaign, IL
September – December, 2019

- Utilized MS Access to design a database for a student-run nonprofit organization aimed at providing emergency food relief to students and staff in the Champaign Area.
- Utilized **SQL**, **Python**, **STATA** and methodologies including Decision Tree and Gaussian Mixture Model to measure and visualize the effectiveness of operations and allocation of resources.

EXTRACURRICULAR ACTIVITIES

PricewaterhouseCoopers Case Competition

Core Member

Champaign, IL
March 2018

- Designed a quantitative ranking system to evaluate the quality of life of each finalist municipality with a team of 4 students from various majors of UIUC.
- Assigned weights to different aspects according to the company's focus and staff characteristics and ranked them, drafted an analytic report, outlined potential risks, created graphics using R, Excel, and Tableau and made my team outstanding for presentation.