# Xixiao Pan

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## **OBJECTIVES**

- Seeking opportunities in Human-Computer Interaction to apply programming skills.
- Aspiring to accumulate research experiences exploring real-life applications of HCI.
- Available for internships or projects from May to August 2024.

## **EDUCATION**

• Participate in a dual-degree program between Shanghai Jiao Tong University and University of Michigan.

University of Michigan-Ann Arbor, College of Engineering
 Undergrad (Year 3-4), Bachelor of Science in Engineering in Data Science

 Shanghai Jiao Tong University, UM-SJTU Joint Institute
 [Sep. 2023 - May. 2025]
 CGPA: 3.84/4.0
 [Sep. 2021 - July 2023]

**Undergrad (Year 1-2)**, Bachelor of Science in Engineering inElectronic and Computer Engineering

#### **ACHIEVEMENTS**

• Shanghai Jiao Tong University Undergraduate Excellent Scholarship [2021 - 2022]

CGPA: 3.6/4.0

[2023]

 Mathematical Contest In Modeling Successful Participant Designed a model to predict and prevent light pollution.

#### **EXPERIENCE**

• XR Mini-Hackathon [Mar. 2024]

Utilized Unity to simulate boxing experience in VR. Got a third award in the competition.

• SIM: Real-Time and Virtual Driving Simulator [Jan. 2024 - Present]

University of Michigan

Implemented I94 map in UE5 and designed the logic of vehicles.

• Multimedia data quality assessment technology based on self-supervised learning

[June. 2022 - April. 2023]

Shanghai Jiao Tong University

Assisted in reproducing the SimCLR model for multimedia data quality assessment.

• Web development: Simulate Instagram [Jan. 2024 - Mar. 2024]

Used Python, HTML, CSS, SQL to simulate basic functions of social media on the web.

• IOS AR application development: AnnArbor Go [Jan. 2023 - Mar. 2023]

Developed an AR mobile game simulating Pokemon Go using Unity for entertainment.

• VR development: CSE Simulation [Jan. 2024 - Feb. 2024]

Utilized Unreal Engine 5 to simulate students' daily life in CSE Building.

Predicting Depression Condition: Integrating Biochemical and Socioeconomic Indicators [Oct. 2023 - Dec. 2023]
 Collected dataset from CDC website to predict depression by biochemical and socioeconomic conditions. Implemented classification and prediction machine learning model in R language.

• Web Puzzle Games: SummerSara [May. 2022 - July. 2022]

Designed a user interaction puzzle game by clicking and pressing keys.

### **SKILLS**

- Programming Skills: C, C++, Python, Unity, UE5 Matlab, Elm, R, HTML, CSS, React, SQL, Github Usage, Agile Workflow, Verilog,
- Operating System: Windows, Linux, MacOS
- Language: English (TOFEL-107/120), Chinese
- Leadership and Responsibility: Participated in Student Work and Association

#### **ACTIVITIES**

<ul> <li>Member of Moli Dance Association in Umich Participate in voluntary performance</li> </ul>	rmances [Sep. 2023 - Present]
• Teaching Assistant of Two Courses in SJTU Creative Writing and Academic	Writing [Feb. 2023 - July 2023]
Consultant of UM-SJTU Joint Institute Advising Center	[Apr. 2022 - Aug. 2023]

Scheduled weekly meetings, created posts, and held workshops.

• Member of Shanghai Jiao Tong University International Organization Talent Camp

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Discussed international issues related to feminism, economy, and environment.

• Procident of Shanghai Jiao Tong University Nanyang Danga Association

• President of Shanghai Jiao Tong University Nanyang Dance Association [Sep. 2022 - Aug. 2023] Managed daily affairs, organized shows, and led the association to a five-star level.

Volunteer of Shanghai Jiao Tong University History Museum [Sep. 2022 - Jun. 2023]