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   [Sep. 2023 - May. 2025]
  Undergrad (Year 3-4), *Bachelor of Science in Engineering in Data Science*   CGPA: 3.84/4.0
- **Shanghai Jiao Tong University**, UM-SJTU Joint Institute   [Sep. 2021 – July 2023]
  Undergrad (Year 1-2), *Bachelor of Science in Engineering inElectronic and Computer Engineering*   CGPA: 3.6/4.0

ACHIEVEMENTS

- **Shanghai Jiao Tong University Undergraduate Excellent Scholarship**   [2021 - 2022]
- **Mathematical Contest In Modeling** Successful Participant   [2023]
  Designed a model to predict and prevent light pollution.

EXPERIENCE

- **VR Application in Education: DinoSnap**   [Mar. 2024 - Present]
  Use Unreal Engine 5 to create the era of dinosaurs. Teach users facts about dinosaurs through interacting features including finding food, riding on the dinosaur, and taking photos with the virtual camera.
- **XR Mini-Hackathon: Boxy**   [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

- **Member of Moli Dance Association in Umich** Participate in voluntary performances   [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**   [Jul. 2022]
  Discussed international issues related to feminism, economy, and environment.
- **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]