

Xixiao Pan

Email: xixiaox@umich.edu Mob.: +1 (616) 274-7123 Ann Arbor, MI

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 in Electronic 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++, C, Python, Unity, Unreal Engine 5, R, HTML, CSS, React, SQL, Verilog, Matlab, Elm, Github Usage, Agile Workflow
- **Operating System:** Windows, Linux, MacOS
- **Language:** English, 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]