

XINDI GUO

+01 541-602-7654 | gxdrussell@gmail.com | github.com/XindiG6 | 13235 Sanford Ave., Apt. 3N, Flushing, NY 11355

EDUCATION

University of Virginia

Master of Computer Science

- Research Advisor: Geoffrey Fox

Charlottesville, VA

Aug 2022 - May 2024

Oregon State University

B.S. in Computer Science

Corvallis, OR

Jan 2017 - Jun 2021

TECHNICAL SKILLS

- **Programming Languages:** Python (3 years+), C & C++, C#, Java, Scala (Proficient), SQL, HTML, CSS, Matlab, R, Rust (Familiar)
- **Technologies:** PyTorch, Flask, Django, React, .NET, AWS(S3, EC2), Azure, GCP, Android Studio, Spring Boot, MySQL, NoSQL, Linux, Git, Docker, .Net, Angular, Spark, Snowflake, Ray, CUDA

EXPERIENCE

McIntire School of Commerce, University of Virginia

Research Assistant

Charlottesville, VA

Jun 2023 - Present

- Automated text data extraction using BeautifulSoup and Selenium.
- Preprocessed text data for analysis by removing noise, handling missing values, and standardizing formats.
- Applied NLP techniques to perform sentiment analysis, entropy, and readability assessments on Chinese text.
- Analyzed the impact of treatment variables on sales data using multiple regression models, yielding significant results with high statistical validity.

Biocomplexity Institute, University of Virginia

Research Assistant

Charlottesville, VA

Nov 2022 - May 2024

- Contributed to develop a data loading framework to address performance bottlenecks in deep learning training.
- Implemented an intra-batch unordered data fetching approach for parallel data processing.
- Enhanced throughput of language and vision model training by up to 59% and 89%, respectively.

Group 6 Studios

Full Stack Developer Intern

Portland, OR

Aug 2019 - Jul 2020

- Contributed to develop BattleCasters, an artillery and collectible card game. Official Site: <https://www.battlecasters.io/>
- Developed character movements and spell-casting animations using libGDX.
- Implemented RESTful APIs for user authentication and other features using Node.js and Express.
- Built asynchronous API tests using Mocha, improving testing efficiency by 50%.
- Developed real-time ranking systems with Redis, achieving high throughput and low latency during beta testing.

NOTABLE PROJECTS

Time Series Analysis of Blockchain-Based Cryptocurrency Price Changes

Research Project supported by NSF, advised by Prof. Gregor von Laszewski

University of Virginia

Mar 2023

- Rewrote the model training code from TensorFlow to Pytorch.
- Retrieved and processed historical cryptocurrency data, splitting it into training and test sets.
- Trained an LSTM model with dropout and dense layers over 50 epochs using PyTorch.
- Achieved predictions with minimal deviation (0.485 USD) but noted a one-day lag and limitations in long-term predictions.

Develop a Virtual Video Studio

Undergraduate Capstone project

Oregon State University & Intel

Sep 2020 - Jun 2021

- Developed a workflow for immersive digital overlays in film and live streaming using Unreal Engine 4 and HTC Vive.
- Employed NDI SDK5 for low-latency live streaming capabilities, particularly on ZOOM.
- Won First Place Prize in Senior Engineering Expo.

PUBLICATIONS

Optimizing Data I/O for LLM Datasets on Remote Storage

Accepted by 5th International Workshop on Cloud Intelligence / AIOps (AIOps '24)

Authors: Tianle Zhong, Jiechen Zhao, **Xindi Guo**, Qiang Su, Geoffrey Fox

Workshop

OTHER SKILLS & INTERESTS

- **Languages:** Mandarin(native), English(fluent)
- **Interests:** Basketball, Photography, Hiking