

Bryan Xu

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Education

University of California, Santa Barbara

Masters in **Computer Science**

Expected: 06/2023

Bachelor of Science in **Computer Science**, Honors Program | GPA: 3.88

Expected: 06/2022

Relevant Upper Division Coursework: Data Structures & Algorithms I/II, Intro to Computational Science, Automata & Formal Languages, Probability & Statistics I/II, Artificial Intelligence, Machine Learning, Operating Systems, Computer Architecture, Databases, Bionic Vision, Teaching Methods in CS

Internship Experience

Quantitative Analysis Researcher, Prudential Financial

06/2021 - 08/2021

- Researched on machine learning/statistical models used to predict stock market outcomes
- Wrote functionality to integrate ARIMA models and Random Forest models with open-source backtesting libraries to predict stock market prices and automated backtesting with historical stock market data
- Designed functions to calculate financial statistics based on backtesting strategies and outcomes
- Navigated in-house code base to create multiple financial instruments and corresponding pricers

Project Experience

Coronavirus Survival Classifier | C++

02/2021

- Implemented a Naive Bayes Classifier to predict whether a person with the given symptoms would survive
- Trained on a public dataset of 275,000+ test cases, with an unbalanced ratio of 94:6 negative cases. Reached 88% accuracy and < 2 second running time on a sample validation set of 23,000+ test cases (72:28 negative)

Pacman AI | Python

03/2021

- Used Markov Decision Process to create basic Pacman AI that can react to ghosts, food, and power pellets
- Pacman completed game (ate all food without dying) with a 70% success rate against two ghosts

Discord Icebreaker Bot | JavaScript

01/2021

- Created a discord bot as a project during SB Hacks VII, primarily using Node.js, Discord.js, and Heroku.
- Implemented 10+ commands, including APIs calls and icebreaker games. Currently running in 50~ servers.
- Finalist in the "Best Beginner Hack" category

Leadership Experience

Undergraduate Learning Assistant, CMPSC16

01/2021 - 03/2021

- Mentored students in basics of object oriented programming such as recursion and polymorphism in CMPSC16, an engineering course for freshmen students focused on developing core programming skills
- Held weekly office hours and ad hoc help sessions for students requiring assistance outside of lecture hours
- Reviewed and updated weekly lab assignments and homework assignments to ensure coherence

Founder/President, UCSB Badminton Club

09/2018 - present

- Practiced large project management and organizational skills by hosting UCSB's first annual collegiate badminton tournament. Consulted multiple departments and organized committees to distribute workload
- Help manage \$2,000 club budget. Invested \$1,000 into hosting a regional-scale badminton tournament, returning 50% (gained \$500) over the span of one month
- Organize transportation and oversee team trips to other universities and cities, including UCLA, UCSD and Cal Poly Pomona, reducing costs (40%) per trip by comparing multiple housing and travel plans
- Took the initiative to motivate, interview, and organize individuals to establish UCSB's first badminton club, recruiting 70 students over three years

Skills

Programming Languages: C++, Java, JavaScript, C, Python, R, SQL, MIPS Assembly Language

Other Technologies/Skills: Spring Boot, React, HTML, CSS, LaTeX, Git, GitHub, Bitbucket, Heroku, Node.js, Discord.js, VS Code, agile methodology, Adobe Illustrator, Adobe Indesign, Adobe Photoshop, Microsoft Office