Xingfan Xia

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EDUCATION

Carleton College, Northfield, Minnesota

- B.A. in Computer Science — Mar 2017
  - Related Course Works: Human-centered Computing, Operating Systems, Database Systems, Computer Graphics, Software Design, Programming Languages, Computability and Complexity, Coding Theory, Computer Sound and Music

WORK EXPERIENCE

Vevo LLC, San Francisco, CA

- Software Engineer Intern — Jun 2017 – Sep 2017
  (Data & Machine Learning Team)
  - Designed and implemented an Q&A chatbot using AWS Lambda, Python and AWS Lex. Deployed the chatbot on Facebook Messenger and Slack.
  - Built a multi-seed recommendation engine. Deployed as an API service, a Web App, and a tvOS App as POC demos.
  - Analyzed visuals of music videos, generated playlists based on similar visual elements grouped by LDA topic modeling.
  - Deployed a Jupyterhub system on an AWS P2 instance to facilitate team's research and exploratory works related to machine learning and deep learning. Typically made model training 6 times faster.

Stoooges Education Consulting, Hangzhou, China

- Web Developer Intern — Jul 2016 – Sep 2016
  - Prototyped an educational Wiki with CTO with open-sourced WordPress framework.
  - Developed Python web crawlers to scrape information for the Wiki.
  - Extracted data from company archives files for better archive management.

Carleton College, Northfield, MN

- Academic Technology Engineer — Nov 2016 – Present
  - Developed Python web crawlers to scrape course information from Carleton's learning management system.
  - Implemented a rendering engine to convert scraped data as PDF documents to provide convenient access for faculty.

PROJECTS

Moegirl Wiki
(Open Source Wiki Based on MediaWiki)

- Contributor — Mar 2016 – Present
  - Worked with a team of about 20 contributors to maintain day-to-day running of the Wiki.
  - Collaborated with 3 other contributors, developed a plugin to auto resize customized user avatar and optimized image storage of user-uploaded images.
  - Prototyped a redesign of the main page of the iOS app with the lead iOS developer.

Dota IMBA
(Custom Game Based on Popular Online Multiplayer Game Dota2 with Six Million Subscribers)

- Contributor — Jul 2017 – Present
  - Applied routine patch periodicly for bug fixes and better balance.
  - Occasionally implemented Hero rework based on the community feedback to improve playability.
  - Communicated with active players on discord channels to collect critiques and ideas for improvement.

Zombie Forest
(VR Game Made with Unity and Oculus DK2)

- Contributor — Jul 2017 – Present
  - Learned basics of Unity and Oculus SDK and built the game from scratch in 36 hours at CarlHack 2016.
  - Designed the basic gameplay and AI logic, implemented how player character interact with the map.

TECHNICAL SKILLS

- Programming Languages: Proficiency in Python, Java, Javascript, C
- Web Frameworks: LAMP stack, Bootstrap, Spring MVC, Django, Flask, PostgreSQL, MySQL, AWS, RESTful API, Selenium, VueJS, PhantomJS, React, NodeJS
- Platforms: tvOS, iOS, macOS, Windows, Ubuntu, CentOS, Amazon Linux AMI
- Machine Learning & Deep Learning: Scikit Learn, OpenGL, Theano, tvOS, DNN, Matplotlib, Scipy, Numpy, Pandas, Keras