Zhaojun Xie

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EDUCATION

University of Maryland, College Park, MD **Anticipated: May 2025**

Bachelor of Science, Computer Science

Cumulative GPA: **3.86/4**

Relevant Coursework: Algorithms, Java OOP, Computer Systems, Discrete Structures, Organization of Programming Languages, Advanced Data Structures, Databases Design, Handheld System Development, Data Science

Honors/Rewards: Dean's List(x4), OMSE Academic Excellence Award

EXPERIENCE

Parallel Software and Systems Group **September 2023 - Current**

LLM Researcher **College Park, MD**

- Developed Python code scripts using PyCharm and Hugging Face pipeline abstraction for LLM to perform actions
- Leveraged state-of-the-art LLMs including Starcoder, Codellama, and Gemini to generate parallel codes
- Evaluate the efficacy of Large Language Models in generating and translating code for parallel programs and HPC

College of Arts and Humanities **September 2022 - Current**

Technician **College Park, MD**

- Assisted with live streaming/hybrid events and performed administrative tasks.
- Verified the functionality of classroom setups and Promethean boards to ensure proper operation.
- Administered loaner laptops and supported technology-enhanced departmental spaces, including retrieving the materials.

Robert H. Smith School of Business **September 2021 - May 2022**

Data Researcher **College Park, MD**

- Assisted business professor and graduate student in collecting data about Lithium-ion Battery Companies.
- Researched 150+ companies that focus on Lithium-ion Battery components like separators, electrodes, and electrolytes.
- Sorted different pieces of information such as battery components, investors, and founders for data comparison.

PROJECT

Full Stack Web Application

HTML, CSS, Javascript, React.js, Node.js

- Led the development of a dynamic web application aimed at presenting a curated collection of facts.
- Employed a full stack approach utilizing HTML, CSS, JavaScript, React.js, Node.js, and RESTful API architecture.
- Integrated functionalities including Hooks (State/Effect) and asynchronous API (async/await) for user experience.

Data Analysis/Machine Learning

Python, Numpy, Pandas, Java

- Applied Scikit-learn functionalities for tasks like data preprocessing, splitting, and model evaluation.
- Engineered supervised learning algorithms such as Classification, Regression, Neural Networks, and Random Forests.
- Designed solutions for grade computation, encompassing data organization, summary generation, and statistical analysis.

Data Structures

Java, Ocaml

- Developed a bilingual translator capable of preserving accurate grammatical structures in two different languages
- Implemented Binary Search Trees, BFS & DFS graph traversals, and Dijkstra's algorithm recursively.
- Enhanced data structures like linked lists and sets, and optimized search and sorting algorithms.

3D Zepeto Game Development

Typescript, Unity

- Employed OOD principles to design and develop a 3D action game, enabling user-controlled characters and bot elimination.
- Utilized Unity's 3D modeling to revamp the game structure, integrating features like background music and a starting menu.
- Showcased project on ZEPETO for two weeks, highlighting the successful implementation of OOD and Unity's 3D capabilities.

SKILLS&CERTIFICATION

Languages: Java, Python, C/C++, Javascript, SQL, Ruby, Typescript, HTML/CSS, Rust, MATLAB, MIPS, Kotlin

Tech/Tool: Git, Visual Studio Code, Huggingface, Unity, Eclipse, React, LaTeX

Certifications: CodePath Technical Interview Prep, ZEPETO Fellowship Participant