David Xiao

xiaodavid288@gmail.com - LinkedIn - Github - Availability: May - December 2025

EDUCATION

Northeastern University, Boston, MA | Khoury College of Computer Sciences

Candidate for B.S. in Computer Science, Concentration in Computer Systems

August 2023 - June 2027

Honors: GPA: 3.46/4.00 | Dean's List (Spring 2023, Spring 2024), First Place AI Track | Northeastern PawHacks

2024 (Devpost and Github)

Relevant Coursework: Computer Systems, Network System Fundamentals, Algorithms and Data Structures, Object-Oriented Programming, Calculus 3, Network Fundamentals, Systems Security

Activities: Team Member: Club Volleyball - (August 2023 - April 2024), Lead Engineer in Northeastern Pawhacks

Oakland Competition - (10 May 2024 - Present)

TECHNICAL SKILLS

Programming Languages: Python, LaTeX, Kotlin, Java, HTML, CSS, JavaScript

Technical Skills: Node.js, Kotlin, FastAPI, Android Development, Linux, OpenAI API

Development Skills: Test-Driven Development, Unit Testing, API Integration, API Handling, Data Modeling,

Documentation

Machine Learning & Design Skills: CNNs, Data Augmentation, Regularization Techniques, Figma

EXPERIENCE

Intern | Places To Go, Boston, MA

May 2024 - July 2024

- Integrated the SERP API into a travel chatbot, enhancing real-time information retrieval and chatbot accuracy whilst using secure connections, API handling, data parsing, and unit tests
- Used FASTAPI documentation to generate documentation for PTG team
- Designed an interface for user budgeting, both flowchart and interface drafts through Figma

Intern | Soracom Inc., Seattle, WA

June 2022 - July 2022

- Selected by Kenta Yasukawa (co-founder) after interview on podcast to develop anomaly detection systems
- Developed new anomaly detection systems; work implemented into "Soracom Harvest" customer systems
- Based on performance review in summer 2022, invited to continue in 12th grade (remotely)

PROJECTS

Three Trios: Github | Java, JUnit, Swing

September 2024 - December 2024

- Designed and implemented core gameplay features, ensuring smooth player interactions and rule enforcement.
- Created and validated multiple AI strategies to enhance game difficulty and strategic depth.
- Refactored the codebase, improved encapsulation, and added documentation for better maintainability, adaptation, and scalability.

PawPilot: Github | JavaScript, HTML, CSS

March 2024

- Full Stack Developer for PawPilot, co-developed a web platform that breaks down coding problems, provides resources, and reviews user code to reduce dropout rates in coding classes.
- Integrated OpenAI API into the platform to offer personalized feedback and learning assistance, enhancing the user experience.
- Utilized Node.js for back-end development and HTML/CSS for front-end design, achieving a modern, user-friendly interface.

Flashcard Study App: Github | Kotlin

November 2023 - Present

- Led the conceptualization and implementation of a flashcard study application using Kotlin in Android Studio.
- Engineered the seamless integration of card management, navigation, and interactive features to elevate user experience.
- Actively engaged in the ongoing enhancement and fine-tuning of application functionalities.

ADDITIONAL INFORMATION

Languages Spoken: English (native), Chinese (fluent), French (basic)

Interests: Electronic Music, Golfing, Nutrition and Fitness