

ANNA XIAO

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EDUCATION

Northwestern University | Evanston, Illinois

Anticipated: June 2024

Bachelor Degree: Data Science & Computer Science

Relevant Courses: Data Structures and Algorithms, Programming Fundamentals, Computer Systems, Programming Languages, Data Management and Information Processing, Introduction to Artificial Intelligence, Data Visualization

LEADERSHIP & PROFESSIONAL EXPERIENCE

Northwestern University TIDAL & THLT Lab | Evanston, Illinois

Computer Science Instructional Assistant, November 2022 - present

- Volunteering as an instructional assistant for Evanston's District 65 classrooms (a pre-K through 8th grade public school district serving more than 8,000 students from the City of Evanston)
- Interacting with 5th grade students and provide guidance on computer science concepts and helping them with self expression through Tunepad, an online platform for creating music with Python code

Northwestern University Dean of Students | Evanston, Illinois

Family Ambassador, April 2022 - present

- Assisting with Parent and Family Orientation which includes family check-in, giving campus tours, guiding families to various events around campus, and helping with other initiatives that arise throughout the program
- Interacting family members on campus by answering their questions and helping to meet their needs

Northwestern University Department of Computer Science | Evanston, Illinois

Teaching Assistant, March 2022 - present

- Peer mentoring for CS 110 (a 100+ student course focused on programming fundamentals in Python) and for CS 214 (a data management and information processing course focused on SQLite)
- Holding weekly lab sessions and office hours to help student better understand Python and SQLite concepts
- Answering students' questions and assisting with grading assignments

PROJECT EXPERIENCE

Generative Methods Portfolio

Language(s): HTML/CSS/Javascript, September 2022 - December 2022

- Created animations, interactive art, data visualizations using Javascript P5
- Used AI and ML to make a chatbot and train program for a mini game

Pacman Game

Language(s): C++, November 2021

- Programmed the Pacman game from scratch using C++ and the ge:211 graphics library
- Implemented game using abstraction, test-driven performance and enabled gameplay from user input

Spotify music recommendation application

Language(s): Python, November 2020

- Programmed a Spotify song recommendation application using Python
- Extracted data from the Spotify database to provide music recommendations for users based on selected artists and genres

SKILLS & ACTIVITIES

Computer: Proficient with Microsoft Office, Python, Racket | Experience with C, C++, SQL, R, Javascript, HTML, CSS

Language: Proficient in Mandarin | Experience with Spanish

Organizations: Women in Computing, China Care, Chinese Student Association