BEN XIA

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EDUCATION

University of California San Diego

Bachelor of Science in Computer Science

Sept. 2021 - June 2024

GPA: 3.98

University of California San Diego

Master of Science in Computer Science

Sept. 2024 - June 2025

Courses: Al/Machine Learning, Deep Learning, Recommender Systems, Operating Systems, Computer Security, Systems Programming, Data Structures, Algorithms, Digital Systems, Computer Architecture, Computer Graphics, Parallel Computing

TECHNICAL SKILLS

Languages: Java, C, C++, C#, CUDA, Go, Python, x86/ARM Assembly, SQL, HTML, CSS, JavaScript/TypeScript, GLSL

Libraries/Frameworks: React, Node.js, ASP.NET, NumPy, PyTorch, OpenCV, scikit-learn, OpenGL, Message Passing Interface (MPI)

Developer Tools: Git, Perforce, Jira, Confluence, GitHub Actions, Jenkins, Docker, Vim, Postman, Miro

EXPERIENCE

Amazon, Software Development Engineer Intern

Sept 2024 - Dec. 2024

Niantic, Computer Vision Engineer Intern

June 2024 - Sept. 2024

Viasat, Software Engineer Intern

June 2023 - Sept. 2023

- Overhauled satellite modem UI with TypeScript React to automate key swaps and reduce human intervention by 95%.
- Enhanced modem/network security by updating interfaces and **Docker** containers to utilize new SSL certificates from key swap tool.
- Resolved race conditions for real-time embedded systems in C, preventing over \$5000 in potential aircraft antenna unit damages by
 redesigning state machines and restricting IPC messages based on log analysis.
- Introduced Jest as the new standard unit-testing framework and automated 50+ unit and end-to-end tests, increasing test-coverage from 0% to 90% by simulating user flow and backend responses.
- Seamlessly integrated multiple testing frameworks from Go and JavaScript into a single CI/CD pipeline via Jenkins.

UC San Diego CSE Department, Undergraduate Researcher/Developer

Feb. 2023 - June 2024

- Fine-tuned **computer vision machine learning** (ML) models such as Single-Shot-Detectors and YOLOv8 via **transfer learning** for localizing avacado nodes to identify effects of climate change on agriculture.
- **Mentored** younger members of AI lab by teaching ML models/concepts and delivering intuitive presentations of ML research papers.
- Addressed product-breaking bugs in state machine visualization and simulation tools used by 1000+ students per year.

UC San Diego CSE Department, Undergraduate Tutor

Sept. 2022 – June 2024

- Guided 1500+ students in mastering Python, C, and ARM Assembly programming, and tools such as Git, and Bash.
- Instructed **advanced algorithms**, **operating systems**, classical artificial intelligence, **machine learning** theory and implementation with optimization mathematics, scikit-learn, and **PyTorch**.
- Identified and patched security vulnerabilities for programming assignment autograders on Gradescope, completely eliminating most student autograder exploits.
- Hosted office hours to assist students with programming assignments/conceptual problems and achieved **100%** student approval ratings across multiple courses.

PROJECTS

Game Recommender | Pandas, NumPy, Scikit-Learn

- Designed a collborative-filtering based recommender system to predict which games Steam users are likely to play.
- Optimized models by hyperparameter tuning with grid search, cross-validation, and ensembling predictions.
- Utilized feature engineering with **text-mining** techniques such as topic modeling to mitigate cold-start problem.
- Ranked among the top 0.3% participants in machine learning competition in both regression and classification tasks.

Notebook Picker | React, HTML, CSS, JavaScript, ASP.NET, C#, Oracle Cloud

- Led team of 5 students to develop a full-stack web application for filtering laptops by specifications/price to assist with shopping.
- Planned and built a REST API for finding and filtering laptops based on CPU/GPU model, brands, release, etc. by querying from Oracle Cloud database with an ASP.NET backend.
- Reduced API response times by over 90% by caching SQL queries with Entity Framework Core object relational mapping.
- Designed wireframe layout in Miro and implemented routing and user interface with React.