

# BEN XIA

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## EDUCATION

**University of California San Diego**  
*Master of Science in Computer Science*

Sept. 2024 – June 2025  
[GPA: 4.00/4.00]

**University of California San Diego**  
*Bachelor of Science in Computer Science*

Sept. 2021 – June 2024  
*Honors: Summa Cum Laude [GPA: 3.98/4.00]*

**Courses:** AI/Machine Learning, Deep Learning, Natural Language Processing/Large Language Models, Operating Systems, Computer Security, Systems Programming, Data Structures, Algorithms, Digital Systems, Computer Architecture, Computer Graphics, Parallel Computing

## TECHNICAL SKILLS

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

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

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

## EXPERIENCE

**Amazon**, Software Development Engineer Intern

Sept. 2024 – Dec. 2024

- Refined the design and added support for time-sensitive notifications for an app with **200 million+** users, enabling critical alerts to bypass Do Not Disturb settings with **AWS SNS, Java** and **Swift**.

**Niantic**, Computer Vision Engineer Intern

June 2024 – Sept. 2024

- Increased live preview performance by **200+%** (frames per second) on Android devices, significantly enhancing app responsiveness and user experience by reducing micro-stutters and **optimizing OpenCL GPU kernels**.
- Boosted **Gaussian splat** reconstruction quality by multithreading training/rendering routines and switching to raster-based splat rendering with C++ and OpenGL, **increasing frames processed by 100%**, while simultaneously improving overall performance.
- Partnered with UX designers to develop an intuitive **augmented reality** 3D space scanning preview by writing custom GLSL shaders and points of interest detectors, allowing users to easily identify under-reconstructed areas in real-time during scans.
- Implemented **real-time occlusion** support in Niantic 8th Wall's internal AR engine, elevating immersion in AR experiences.

**Viasat**, Software Engineer Intern

June 2023 – Sept. 2023

- Reduced human intervention by **95%** for key swaps by overhauling modem UI with **TypeScript React** to automate manual commands.
- 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 between **operating system daemons** based on log analysis.
- Boosted code coverage from **0% to 90%** by introducing **Jest** as the unit-testing framework, automating **50+** unit and end-to-end tests to mock 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 Tutor

Sept. 2022 – June 2024

- Instructed **1500+** students in **advanced algorithms**, **operating systems**, classical artificial intelligence, **machine learning** theory/implementation, scikit-learn, and **PyTorch**.
- Identified/patched **security vulnerabilities** for programming assignment autograders, eliminating most student autograder exploits.
- Achieved **100% student approval** across multiple courses by hosting office hours, and leading discussion sections to assist students with Python, C, ARM Assembly, and conceptual problems.

**California Coast Credit Union**, Data Analytics Intern

June 2022 – August 2022

- Developed and deployed an executive dashboard for viewing company-wide metrics related to call volume, call types, number of active users, number of transactions, etc.
- Wrote automated **SQL** scripts/queries for fetching/compiling data across multiple databases for dashboard.

## PROJECTS

**Four Seasons** | C++, OpenGL, GLSL

- Four Seasons is a real-time, character-based, multiplayer 3D capture-the-flag shooter game, heavily inspired by classical music.
- Designed and implemented a **custom graphics engine**, with support for textures, 3D animations, shadow mapping, non-photorealistic rendering, dynamic lighting/environments, and particles via instanced rendering.
- Supported cross-platform development by developing custom operating system and architecture agnostic networking and graphics libraries, with cross-compatibility between macOS and Windows machines.

**Steam Recommender** | Pandas, NumPy, Scikit-Learn

- Optimized models by **hyperparameter tuning** with grid search, cross-validation, and ensembling predictions.
- Utilized **natural language processing** techniques such as topic modeling to mitigate the cold-start problem.
- Ranked among the **top 0.3%** participants in **machine learning competition** in both regression and classification tasks.