

# Xin Xu

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## EDUCATION

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**University of California, Los Angeles – Los Angeles, USA**

Sep 2016 - Present

**Peking University – Beijing, China**

Sep 2013 - June 2016

Master in Computer Science – Pilot PKU-UCLA 3+2 Program (3 years in PKU for Bachelor, 2 years in UCLA for Master).

Expected Graduation Date: Jun 2018. Major GPA: 3.67 out of 4.0.

## RESEARCH EXPERIENCES

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**Wireless Mesh in the NDN-RIOT**

Sep 2016- Present

Advisor: Professor Lixia Zhang, *Internet Research Lab, UCLA*

- Based on the implementation of NDN Protocol Stack for RIOT-OS, trying to figure out the wireless forwarding problem.
- Improving and completing the NDN Protocol Stack for RIOT-OS

**Data Analysis in Mobile Social Networks**

Oct 2015-Jan 2016

Advisor: Professor Kaigui Bian, *Mobile Computing Group, Institute of network and information systems, Peking University*

- Research in the analysis of the information diffusion in mobile social networks based on the data of Weixin APP.
- Used the word segmentation technique to analyze the features of the words with large spread in mobile social networks.
- Tried to find the influence maximization in continuous time diffusion networks.

**Data Processing in Spark Platform**

Mar 2015-July 2016

Advisor: Professor Donggang Cao, Ph.D Hanglong Zhan, UniAS group, Key Lab of High Confidence Software Technologies (Peking University), Ministry of Education

- Studied the source codes of Spark and parallel data processing in Spark platform.

## PROJECT EXPERIENCES

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**UCLAevents – a Web Application for UCLA students**

Sep 2016 – Present

- Using ruby on rails to develop a web application for UCLA students to be informed the current campus events.
- Trying to measure and improve the app's performance and scalability to face large data set.

**China Digital Health Boot Camp — Stanford & PKU**

Aug 2016

- An VR app to help people with risks of developing neck problems exercise in order to improve mobility and health.
- Importing both AR and VR technique to have an interactive experience.

**ARMaze**

May 2016 – June 2016

- A maze game integrating augmented reality and virtual reality.
- Developing in unity platform, using vuforia SDK. For both mobile phone player and Gear VR player.

**NachOS – A Light-weight Operating System**

Sep 2015 – Dec 2015

- Realized and Optimized the light-weight operating system NachOS running virtually.

**MIPS Pipeline Emulator**

Sep 2015 – Dec 2015

- Gain through comprehension in MIPS pipeline architecture and C++ programming.

**Finger Vein Recognition Project**

Mar 2015 – May 2015

- Designed a Finger vein image recognition algorithm for school's attendance system.
- Feature extraction of finger-vein patterns based on repeated line tracking.
- Trading off the time and accuracy. Good results with low EER.

**Construction of Social Network Analysis System**

Sep 2014 – Dec 2014

- Analyzed the characteristics of the social network and constructed an analysis system based on graph theory.
- Successfully used "SIGMOD 2014" data set to analyze a social network of 10k members.
- Implemented several algorithms and evaluated their accuracy and efficiency, had a good trade off.

## ACTIVITIES

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**2016 Mathematical Contest in Modeling, Meritorious Winner**

Jan 2016 – Feb 2016

- Determined an educational investment strategy and chose some colleges for investment based on the large data set.
- Built a cluster and regression analysis model to quantitatively analyze the schools' potentials.