

# Xuesen Cui

🏠 1441 Midvale Ave — Los Angeles, CA 90024  
📞 +1 (424) 402 2500  
✉️ cuixuesen@ucla.edu

## 🎓 EDUCATION

### University of California, Los Angeles

Expected Mar. 2020

B.S. in Computer Science and Engineering.

#### Selected Coursework

Artificial Intelligence, Algorithms and Complexity, Computer Organization, Data Structure, Formal Languages/Automata, Logic Design of Digital Systems, Machine Learning, Operating System.

## 📁 PROJECTS

### Toy Shop Dapp, Solidity

Jan. 2019—Feb. 2019

- Developed a Dapp on Ethereum main network which enables direct interaction between end users and the providers;
- Implemented a Smart Contract using Solidity allows users buy toys using Ether;
- Implemented user interface using Web3.js to interact with the Smart Contract based on its contract address and contract ABI.

### myMini Blockchain, Python

Dec. 2018—Jan. 2019

- Developed a Blockchain client that accepts transactions and allows users to mine new Blocks using SHA-256 hash;
- Used the Longest Valid Chain rule to reach Consensus to ensure each node has the correct chain;
- Used Postman as HTTP client to enable each node interacts with the Blockchain network.

### Sokoban Game AI, Lisp

Sept. 2018

- Used Lisp to implement a program to optimized the steps of playing Sokoban Game;
- Adopted the A\* algorithm to reduce the search depths and branch factors of the program;
- Achieved almost 10 times faster efficiency than regular searching methods.

### Cucumber Tower, Verilog

Mar. 2018—Apr. 2018

- Developed a single-player FPGA game allows players place different height of cucumbers in a 5x5 matrix to finish the numerical puzzle;
- Implemented a debouncer to allow players control the cucumbers moving around using gamepad.
- Loaded eighteen different images on LCD display to show cucumbers, rounds, scores and logos;

### Ice Man, C++

Sept. 2017

- Developed a game users play as a miner to dig through earth and get oil and golds as well as fight against enemies and get points;
- Implementations based on FreeGLUT toolkit library;
- Optimized the path of enemies by using Dijkstra shortest path algorithm.

## 📊 TECHNICAL SKILLS

C/C++, Python, Solidity, Verilog, Dart, Lisp, Matlab  
EMACS, Linux, Git, Shell, Bash

## 📖 EXTRACURRICULAR ACTIVITIES

Tutoring:: Upsilon Pi Epsilon Honor Society  
Volunteer Events:: Alpha Gamma Sigma Honor Society