

Education

- 2023–2025 **University of Pittsburgh**, *MS, Information Science*, Pittsburgh
2021–2023 **University of Michigan**, *BS, Computer Science*, Ann Arbor
2019–2023 **Shanghai Jiao Tong University**, *BE, Electrical and Computer Engineering*, Shanghai

Technical Skills

- Languages Python, C/C++, C#, Java, JavaScript, React, Elm, HTML, CSS, MATLAB, SQL
Technologies Unreal Engine, Unity3D, Android Studio, Flask, REST APIs, MySQL, Linux/Unix
Tools \LaTeX , Git, Jira
Competencies Solid knowledge of **data structures**, **algorithms**; Project experiences as a part of an **Agile** team

Projects & Work Experience

- Summer 2023 **Developer**, *Android Mobile App Project*, **Chinese Indie Game Platform**
 - Developed an **Android mobile app** with **Firebase** backend for authentication and real-time storage.
 - Enhanced forum's front-end using **CSS** and **HTML**.
 - Collaborated with developers using **Jira** for task creation and prioritization.

Fall 2022 **Developer**, *Web System Projects*, **Insta485**
 - Constructed an Instagram-like application with account creation, login, posting, and following features.
 - Developed dynamic server-side pages using **Flask**, **React**, and **REST APIs**.
 - Managed efficient data exchange using **JSON** and implemented remote procedure calls via **JavaScript** and asynchronous programming.

Winter 2023 **Developer**, *AR Project*, **A2GO!**
[Demo link: **A2GO!**]
 - Created a 3D AR navigation app for tourists in Ann Arbor, done using **Unity** and **Mapbox SDK**.
 - Integrated geolocation data with 3D landmarks for enhanced real-world overlay.
 - Collaborated for UI/UX improvements, enhancing user experience.

Winter 2023 **Member**, *Human-Centered Machine Learning Project*, **Text Detoxifier**
 - Developed a supervised machine-learning model with attention mechanisms using **Pytorch** and "paradetox" dataset, targeting text detoxification.
 - Applied method text style transferring, measured by style accuracy, fluency, and content preservation.

Fall 2021 **Developer**, *Android App Project*, **Budget Tracker**
 - Developed an Android application for keeping track of a budget using **Android Studio** and **Java**, with functions of adding transactions, specifying categories, and money spent related to each category.

Summer 2020 **Developer**, *Game-dev Project*
[Github link: **Unravel**]
 - Created a web-based 3D puzzle game using **Elm** and **WebGL**.
 - Incorporated 3D text rendering and contributed to game mechanism, design, and storytelling.