Emily Xi

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EDUCATION

University of Pennsylvania   Philadelphia, PA
BAS in Computer Science and Cinema Studies   2021-2026
Activites & Societies: Grammy U Representative, Wharton Media & Entertainment Club, Marketing Student Establishment

WORK EXPERIENCE

Microsoft | Product Manager & Software Engineer Intern   *Redmond, WA, May-August 2022*
- Built end-to-end Python service on Cloud + AI team, managing product lifecycle from market research to deployment
- Wrote product spec, ran weekly scrum, and collected feedback from users such as Sales team
- Collected documentation on all service dependencies to make debugging and integration tests more efficient

Eastlink Capital, LLC | Marketing & Analayst Intern   *Menlo Park, CA, Feb-May 2022*
- Conduct market research to identify nascent areas in technology, with a focus on enterprise Cloud and AI companies
- Review potential investments (advised on companies including TigerGraph, Databricks)
- Write weekly newsletters to update stakeholders, managed recruiting process for Summer 2022 intern program

The Wharton School | Consumer Psychology Researcher   *Philadelphia, PA, Oct 2021-Present*
- Manage and pre-process data of over two million conversations, using Python to label conversation data with 90% accuracy
- Led in-person research study to determine how fear of embarrassment can motivate cheating

Google Play Gaming Workshop | Selected Participant   *Remote, August 2021*
- Attended 4 day game development intensive course as a winner of Google's "Change the Game" contest
- Designed and prototyped original game idea, "Sustainaville," that raises awareness about sustainable farming

University of Chicago [SAND Lab](#) | AI Research Intern   *Remote, May-October 2020*
- One of the two high school interns selected to work under Prof. Ben Zhao (lab co-director) and his Ph.D. students
- Investigated how we perceive speakers based on their vocal features (pitch, speed, accent, etc.), abstract available [here](#)
- Generated adversarial training data for facial recognition model "Fawkes" (project featured in NYT, MIT Tech Review, etc)

ACTIVITIES AND LEADERSHIP

Product Splash | Product Manager   *July 2021-August 2021*
- Selected from thousands of applicants for 5-week rigorous product management program, sponsored by Adobe XD
- Prototyped an app for post-pandemic civic education

Funetix App | Engineer and UX Designer   *April 2020-Jan 2021*
- Developed app that teaches kids & adults to read, used patented curriculum to ensure literacy after 12 hours
- In partnership with American Youth Literacy Foundation & educational platform Pubbly (2017 X-Prize finalists)
- Prototyped UX mockups in Figma, conducted user research to determine optimal design for children aged 3-6

AWARDS & RECOGNITION

- **Debate Tournaments/Academic**: Stanford University National Invitational Octafinalist 2020*, Santa Clara University Invitational 2019 Octafinalist, Berkeley High 2019 Semifinalist, Menlo-Atherton Departmental Award for Physical Science
- **Creative:** Winner of Google Play's "Change the Game" Contest (1 of 5 selected from thousands of international participants), Grindstone International Poetry Prize, National Scholastic Press Association Pacemaker Winner, Published Poet (City Limits Publishing)

INTERESTS & SKILLS

Computer Skills: Python, Java, React, Swift, Figma, Photoshop, Sony Vegas Pro 14, Microsoft Office Suite, Adobe Creative Cloud
Languages/Interests: Fluent in Mandarin. Enjoy Filmmaking/Animation, Piano & Clarinet, Reading, Movies, Cooking, Painting