

Fanbo Xiang

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Summary

I am a CS Master focusing on AI and Machine Learning: I have done deep learning projects with TensorFlow, and designed game AI using multiple algorithms. I also have extended skills in Software Engineering: I led mobile, web and game design projects; I had software intern experience on full stack development.

Education

University of California San Diego

M.S. Computer Science

2018 - 2020

University of Illinois Urbana-Champaign

B.S. Computer Science, B.S. Mathematics

2014 - 2018

Related Experience

Software Engineer Intern

Champaign, IL

Intelligent Medical Objects

May - July 2017

- Adopted to the web development stack and worked as a full stack web engineer on an internal medical glossary search service.
- Developed web API service with ASP.NET, database with Microsoft SQL server, mobile client with React-Native and Redux.
- Proposed and implemented a database management web interface that enables other employers easily manage the glossary database.

Undergraduate Research Assistant

Champaign, IL

HCI Research: MUS-ROVER (instructed by prof. Lav Varshney)

Dec. 2016 - Dec. 2017

- Developed MUS-ROVER, an experimental platform for machine learning and teaching on music theory.
- Participated in fast paced design iterations for data visualizations. Worked in a team with high coding standards. Learned to code and test highly modularized components in Angular 2. Learned to use MongoDB, Nodejs, and python to handle communication between client input data and machine learning results.
- Learned to use Docker containers for product deployment.

UI Design Team Coordinator

Champaign, IL

CUMTD-Assistant Android Application

Aug. - Dec. 2016

- Led a group of 5 in CUMTD-Assistant project, an Android app for bus search and scheduling in the Champaign-Urbana area.
- Designed program architecture, including class hierarchy and service entry points in Java.
- Frequently discussed with group members about good practices to ensure code quality.

Skill

Programming

C++, Python (Numpy, Tensorflow, TkInter), Java, Kotlin, Bash, C# (ASP.NET), JavaScript(Typescript, D3, Node, Angular, React), Ruby, Matlab, R, Clojure, Haskell

Development

Git, Docker, Emacs(ELisp programming), Vim, Visual Studio, IDEs from JetBrains

Game and Graphics

Unity3D, Unreal4, OpenGL, SDL, PhysicsJs, BabylonJs

Art

Blender(3d modeling), Photoshop, GIMP(Image Processing)