

Eddie Xu

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Education

Stony Brook University | *B.S. Computer Science*

Expected Dec 2021

- **GPA: 3.75/4.0** | Honors College | Dean's List
- Activities: Stony Brook Computing Society, Stony Brook Game Developers
- Relevant Coursework: Data Structures, Software Development, Analysis of Algorithms, Mobile App Development, Artificial Intelligence, Data Science

Experience

Undergraduate Teaching Assistant | *Teaching Assistant*

Jan 2020 - May 2020

- Developed critical analysis skills by debugging, refactoring, and modeling course projects in MIPS Assembly.
- Polished low-level understanding of languages and compilers through leading weekly office hours in System Fundamentals and assisted in grading and relaying feedback for course progression.

NYU Langone Medical Center | *Research Assistant*

Sep 2016 - Jun 2017

- Coordinated research in rheumatic diseases which enforced theory of correlation between adenosine receptor exploitation and inflammation regulation.
- Fortified data analytics ability with dissection and examination of experimental subjects for cellular study.
- Directed team research of adenosine A_{2A} receptor stimulation and beta-catenin levels in osteoblasts.

Projects

CovidScreener

Nov 2020 - Dec 2020

- Built a full-stack system with the objective of maintaining COVID-19 screening and testing information for the Stony Brook University faculty utilizing MySQL, Express, React, and NodeJS.
- Designed and implemented frontend UI/UX for efficient access to test results to streamline results from to users and patients.

Filler Filter @ SBUHack - Best Beginner Hack

Sep 2020

- In a team, developed a full-stack speech recognition software that identifies key filler words in English speech and displays the raw statistical data of the usage of specified key words using JavaScript and React.js.
- Enhanced abilities in designing clean front-end UI/UX overlays and developed version control understanding with multiple collaborators using Git.
- Implemented audio visualizers, dynamic speech-to-text transcript components for a clean and user-friendly UI.

Recipe Book

Jun 2020 - Jul 2020

- Worked in a team to develop an iOS application for managing food recipes in Swift and Firebase using Xcode.
- Helped manage fullstack development and implement logic for UI elements and database communication.
- Designed front-end UI/UX for frictionless scene transitions and ease of user interaction.

MeenWorld

Jul 2018 - Dec 2020

- Working in a team to develop MeenWorld, an isometric 2.5D top-down game developed in the Godot 3D engine.
- Designed a GUI allowing developers to input dialogue information for story writing which compiles, structures, and appends to existing JSON files.

Skills

Languages: Java, Python, C, HTML/CSS, JavaScript, MySQL, OCaml, MIPS, LaTeX, Swift, XML, Gdscrip, Octave

Tools: Git, MacOS, Unix, Trello, XCode, Android Studio, Aseprite, React, Node.js, Express