

ALEX XIA

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EDUCATION

Expected Graduation Date: JUN 2023

UNIVERSITY OF CALIFORNIA, LOS ANGELES

Bachelor of Engineering, Computer Science

GPA: 3.914

Relevant Courses:

- CS31: Introduction to C++
- CS32: Data Structures and Algorithms
- CS33: Introduction to Computer Organization

AUG 2013 – MAY 2019

ESF SHA TIN COLLEGE, HONG KONG

IB Diploma: 45/45 points

IGCSE: 9 A*

EXPERIENCE

JUL 2018 – AUG 2018

RESEARCH INTERN, PHYSICS DEPARTMENT, CHINESE UNIVERSITY OF HONG KONG

- Responsible for video analysis and data collection through MATLAB.
- Independently created a program that could track and record the movement and behavior of bacteria and output it as structured data.

JUL 2017 – AUG 2017

RESEARCH INTERN, CENTRE OF COMBUSTION ENERGY, TSINGHUA UNIVERSITY

- Responsible for video analysis and data collection.
- Collaboratively designed and built a code in MATLAB that could record the change in shape of individual ethanol droplets over time.

PROJECTS

- Collaborative Projects:
 - AInvasion Challenge organized by Green Hills Software: Constructed an AI bot in Python that participated in the UCLA Green Hills Colorfight II Challenge. Our team Nullptr qualified for the semi-finals.
 - Officer at the UCLA Association for Computing Machinery (ACM). Teaching a weekly Android development workshop with Kotlin to UCLA students.
- Personal Projects
 - My personal blog: <https://khxia.github.io/> created using Gatsby.js.
 - Draw-My-Proffessor: Built a web application using React allowing the user to draw objects and pictures on a blank canvas and submit it into a local gallery.
 - Text RPG: Created a Text RPG adventure game using Python to tell an interactive story.
 - Trak: Used the pygame Python library to design and build a mouse tracking game where gamers can train their tracking skills in order to improve their performance in fps games.
- School Projects
 - Kontagion: An arcade-style shoot-em-up game implemented using C++
 - GooberEats: A delivery logistics system implemented in C++ that takes in map data and uses a turn by turn navigation system to output optimized delivery instructions.

TECHNOLOGY SUMMARY

- Programming Languages: Python, C++, MATLAB, HTML, CSS, JavaScript, Kotlin, React.js

HONORS AND AWARDS

- Awarded the UCLA Dr. Vincent Ho Scholarship in Engineering 2020.
- Awarded the President's Scholarship by the University of Hong Kong 2019
- Awarded the ESF Chairman's Award for Excellence 2019.

SKILLS

- Native-level languages: English, Mandarin, Cantonese