

XIAOSUI ZHANG

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EDUCATION

Computer Science Bachelor

University of Illinois at Urbana-Champaign, May 2013

CLASS PROJECTS

2009 World's Greatest RPG (team leader)

- Java-based role-player game which have multiple stages including both real-time action and strategy feature. I design and integrate the system as well as coding GUI libraries to help teammates on-board.

2012 Photran Type-Safe Refactoring Project

- Extend a new eclipse's plugin to detect and modify unsafe region of some Photran code(external subroutines).

2013 Android Solar Panel Management App

- An android app which can remotely communicate with some solar panel controller using bluetooth. Monitor their power status.

WORKING HISTORY

2010.6 - 9 Web design Shanghai Boke Software

- Home page design and decoration with the help of photoshop and flash.

2011.6 - 2013.5 Research assistant

Prof Dan Roth, Computer Science Department, UIUC

- Working on Curator - a natural language processing tool integrated a variety of parsers.
- Investigate and analyze the system in terms of reliability, performance and speed by writing supporting tools.

2013.8 - 2016.4 Software Development Engineer Microsoft Corporation

- Manage and improve scenario tests to monitor the health of Xbox Live Account and Purchase system.
- Design and implement a internal customer connection feedback website.
- In charge of the website UI but also work on end-to-end scenarios - ex. internal users(PM and Devs) can create tasks and bugs based on DB stored user feedbacks through UI dialogs.

OTHER EXPERIENCE

2007 - now Flash Game design

- Design mini flash games individually including character design and music composition.

SKILLS

- Java, C, C++, C#, SQL, Javascript, html/css, Flash