

Mingze Xiao

(217)-979-0804 | 610 E Stoughton Street, Champaign, IL 61820 | mxiao6@illinois.edu
GitHub: mxiao6 | Website: mxiao6.github.io | LinkedIn: mxiao6

EDUCATION

University of Illinois at Urbana-Champaign

Expected May 2018

- B.S. in Computer Science Overall GPA: 3.93/4.00
 - James Scholar (Honor Student), Dean's List (Fall 2015, Spring, Fall 2016, Spring 2017)

WORK EXPERIENCE

EnterpriseWorks Incubator at Research Park

Champaign, IL

Software development intern

April 2017 – Present

- Implement and deploy over 10 websites for startup companies using Bootstrap, jQuery, WordPress
- Maintain Salesforce database, develop tools to collect users' info with SOQL, Apex, Visualforce
- Communicate with designers and more than 20 clients for their websites and received great feedbacks

UmiUni LLC

Champaign, IL

Cofounder

October 2016 – Present

- Design and implement UmiUni iOS App published in Apple App Store with 300 installations
- Develop the website: UmiUni.com, with over 800 users and over 1000 visits everyday

Game Hollywood Corporation

Guangzhou, PRC

Android development intern

May 2016 – July 2016

- Developed and improved UI and functions of an Android Published Apps in Google Play Market
- Collaborated with SDK and backend group to implement and optimize functions with server

Computer Science Department of UIUC

Champaign, IL

Course Assistant

August 2016 – December 2016

- Presented 16 mini-lectures on weekly discussion section and solved students' problems
- Hosted one-hour office hour on a weekly basis and received great feedbacks from students

SKILLS

Programming: JavaScript, Python, C++, C, Java, HTML, CSS, C#, PHP, Scheme, R, Verilog, MIPS
React-Native, Vue.js, React, Android App, iOS App

Course work: Data Structures(A+), Algorithms & Models of Computation, System Programming,
Applied Machine Learning, Artificial Intelligence, Virtual Reality

Tools: MATLAB, Unity, Git, SVN, Vim

Operating Systems: Mac OS, Linux, Ubuntu Server, Windows 10

Fast-learning: Earned the option to graduate in three years (May 2018)

PROJECTS

Aincrad github.com/rijn/Aincrad

Application manage and monitor tool designed for distributed system. System programming honor section project. Using C++.

Mountain Water Love mxiao6.web.engr.illinois.edu

VR project using Unity. Implemented shader to render objects drawn by brush. Received great feedback of professor Steven LaValle.

CLUB ACTIVITIES

Association for Computing Machinery: SIGMobile

Champaign, IL

Active Member

September 2016 – December 2016

- Improved an open source Android App; Performed testing using own drones
- Participated weekly workshop on Android programming on User Interface, Data Saving, User Input