

XINGCHEN SHA

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SUMMARY

Researcher on Algorithmic Game Theory, Mechanism Design and LLMs, seeking for a PhD position in Computer Science or Operation Research.

EDUCATION

B.S. in Computer Science City University of Hong Kong, Kowloon Tong, Hong Kong	Graduating May 2025 (expected) GPA: 4.01/4.30
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B.A. in Computer Science Columbia University, New York, United States	Graduating May 2025 (expected) GPA: 4.06/4.33
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EXPERIENCE

Hong Kong Chu Hai College: Research Assistant	June 2022 – April 2023
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- Research on Facility Location Games

Biolut: Chief Technology Officer	September 2021 – May 2022
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- Cofounder of Biolut in Hong Kong Tech 300 Program

City University of Hong Kong: Research Assistant Intern	September 2021 – May 2022
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- Research on Image Captioning

ACTIVITY

City University of Hong Kong: Highlight Student Project STEM Carnival cum Student Project Exhibition 2023	June 2023
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City University of Hong Kong: Student Helper Hong Kong Secondary School Coding Challenge 2023 (HKSC2023)	May 2023 – September 2023
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City University of Hong Kong: Student Helper Hong Kong Secondary School Coding Challenge 2022 (HKSC2022)	May 2022 – September 2022
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SERVICES

City University of Hong Kong: College of Engineering Student Chapter Panel	November 2022 - Present
City University of Hong Kong: Teaching Assistant	September 2022 - December 2022

SELECTED AWARDS

The College of Engineering Dean's Scholarship	April 2023
HKSAR Government Scholarship	February 2023
CityU Scholarship	February 2022

PUBLICATIONS

Randomized Strategyproof Mechanisms for Multi-stage Facility Location Problem with Capacity Constraints
IJTCS-FAW 2024

Group Fairness in Multi-period Mobile Facility Location Problems
ADT 2024 (Abstract)

SKILLS

Programming Languages:

C/C++, Python, Java, SQL, Bash, HTML

Professional Applications:

Latex, Matlab, PyTorch, TensorFlow, Git

Languages:

Mandarin(Native), English(Fluent), Cantonese(Working Proficiency)