# **Xiang Li**

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### **Professional Summary**

I am a fourth-year computer science student at the University of Victoria. I'm interested in the field of software/network security, innovative VR/AR/MR technology, and machine learning.

Education				
09/2018 – 04/2023 Victoria, Canada	Computer Science University of Victoria			
Professional Experience				
01/2022 – 04/2022 Victoria, Canada 05/2020 – 08/2020 Victoria, Canada	Junior Game Developer Hololabs Studio Inc. Develop gameplay features for a mobile game Develop data automation systems  VR/Software Developer Infusion Edutainment Developed and tested 3 VR games with an online multiplayer feature Mainly utilized the Unity engine and HTC VIVE hardware			
Volunteer Experience & Community Engagement				
05/2021 – 04/2022	<b>UVic student senate</b> Engaged in discussion bi-weekly and decision making of university policies			
01/2019 - 01/2022	<b>UVic Virtual Club President</b> Team-leading and managing, Developed 4 VR/AR projects with Unity with HTC VIVE			

## **Projects**

#### **Cancer prediction tool optimization**

and Hololens

Collaborating with a team of four for the Cancer prediction tool optimization. We gathered data from the TCGA program. Our team proposes and analyzes alternative prediction methods such as convolution neural networks and SVM based on a natural paper.

#### Code completion with machine learning

Collaborating with a team of four, we gathered data from the Linux open-source GitHub repository. We transformed them into AST and developed a traversal strategy to generate input sequences. We used RNN and BERT to train a model to predict the next word.

## Secure messaging

Collaborating with a team of four, designed a highly secure messaging application with python from scratch. We used TCP connection is TLS wrapped socket for server connection, utilized Diffie-Hellman key exchange to establish a secure key to encrypt endpoints. User and message database managed with SQL.

Skills				
Unity	• • • • •	Python	• • • • •	
Linux	• • • • •	Leadership	• • • • •	