Xiaoyan Wu

121 Campus Dr 1407A, Palo Alto, CA, 94305
(650) 862 0728 | xw1@stanford.edu | http://keihub.com

Education

Stanford University, College of Engineering, Palo Alto, CA
Master of Science in Computer Science • May 2019 • GPA: –

Cornell University, College of Engineering, Ithaca, NY
Bachelor of Science in Computer Science (Honors) • May 2017 • GPA: 3.98

Honors/Awards

[International] Meritorious Winner in 2015 International Math Modeling Contest
- Paper: http://keihub.com/assets/pdf/41932-MCM.pdf

[National] Outstanding Achievement at the Post-Secondary Level of Japanese Language Studies
- Recognition by American Association of Teachers of Japanese: https://www.aatj.org/resources/studentactivities/jnhs/JNHSCollege_List_2017.pdf

[National] Rank 5 and Excellent Performance Award in 2014 8th UR Math Olympiad

[College] Third place in 2014 Cornell Math Modeling Contest
- Paper: http://keihub.com/assets/pdf/CMCM_MinwooJung_%20XiaoyanWu_KoonjVekaria.pdf

[College] Dean's List

Research Experience

May 2016 - February 2017
Researcher with Prof. Serge Belongie, Cornell Tech
Path Finding and Action Recognition in Figure Skating Videos
• Used motion tracking to track skaters' skating paths from videos
• Trained machine learning models to recognize actions from video frames
• Analyzed recognition results and produce graphs that facilitate understanding
• Presented in AOL Connected Experiences Workshop 2016
Presentation: http://keihub.com/assets/pdf/fs_slides.pdf

August 2016 - January 2017
Researcher with Prof. Kilian Weinberger, Cornell University
Calibrating Probabilistic Outputs of Deep Learning Networks
• Solved the problem that the confidence output from DeepNet does not match its accuracy
• Applied calibration models to different datasets and compare calibration results
Report: http://keihub.com/assets/pdf/calibration.pdf

August 2015 - August 2016
Researcher with Prof. Francois Guimbretiere,Cornell University
Software Pipeline for 3D Rolling system
• Developed a software pipeline for 3D soft printing system
• Generated roll models to cut and visualized the output of 3D roll printing
Report: http://keihub.com/assets/pdf/3dReport.pdf

April - August 2015
Researcher with Prof. Serge Belongie, Cornell Tech
Coco Reader: Image Reader for the Blind
• Brainstormed about methods to generate automatic image descriptions
• Utilized object recognition and saliency recognition results on Microsoft COCO dataset
• Conducted small-scale user tests and made summaries
Report: https://vision.cornell.edu/se3/wp-content/uploads/2015/08/COCO-Reader-summer2015.pdf

Skills

Programming Languages:	Python, Julia, Matlab, Java, C++, OCaml, Html, PHP, JavaScript SQL, React, Swift
Operating Systems:	Mac OS, Linux, Windows
Softwares:	Adobe Photoshop, Adobe Illustrator, Affinity Designer, Blender, Microsoft Office
Foreign Languages:	Fluent in Mandarin Chinese. Proficient in Japanese.

Additional Experience

May 2015- January 2016
Founder, Web Developer and Android/iOS Developer, Navo Inc (startup)
Built and maintained websites • Wrote programs to do GPS positioning in Android App • Discussed in meetings and designed posters • Pamphlet: http://keihub.com/assets/pdf/Navo.pdf

February 2017- Present
Character Designer, Mobile Game Mesmer for CS 4152 Game Design
Design 3D character models, backgrounds, logo and animations for mobile game Mesmer • Write reports and make presentations • Sample Animation: http://keihub.com/gallery.html

August 2015 - January 2016
PC Game Developer and Project Leader, Aiden for CS 3152 Game Design
Worked with other team members to develop the game *Aiden* • Implemented game elements in Java using LibGDX • Delegated team members' responsibilities • Coordinated communications between designers and programmers • Promotion video: https://youtu.be/EM7e_5Sdj7Q

February 2017 - Present
Teaching Assistant for CS 4780 Machine Learning, Cornell University
Hold office hours and answer questions about course materials• Grade projects and homework • Curate and test projects