Xin Ye

CONTACT INFORMATION	333 S Twin Oaks Valley Rd SCI2 317 San Marcos, CA 92096	*Phone:* (760) 750-8241 *E-mail:* xye@csusm.edu

RESEARCH INTERESTS

Software engineering, programming languages, information retrieval, machine learning, human-computer interaction, mobile application, game design, software visualization

EMPLOYMENT

California State University San Marcos (CSUSM) — San Marcos, CA, USA
Assistant Professor in Computer Science — August 2016 to present

Ohio University (OU) — Athens, Ohio, USA
Graduate Research Assistant, Advisor: Dr. Chang Liu — August 2010 to May 2016
Guangdong GW Holdings Group Co., Ltd. — Guangzhou, China
Assistant Manager, Information Technology Dept. — May 2008 to August 2010

EDUCATION

Ohio University — Athens, Ohio, USA
Ph.D., Computer Science — August 2010 - May 2016
- Dissertation: *Automated Software Defect Localization*
- Advisors: Dr. Chang Liu and Dr. Razvan Bunescu

Beijing Institute of Technology, — Beijing, China
M.S., Communication and Information System — August 2004 - July 2006
B.S., Information System — September 2000 - July 2004

TEACHING EXPERIENCE

Assistant Professor
- CS 441: Software Engineering, CSUSM — Fall 2018
- CS 485: Game Programming, CSUSM — Fall 2018
- CS 497: Introduction to Deep Learning, CSUSM — Fall 2018
- CS 441: Software Engineering, CSUSM — Spring 2018
- CS 485: Game Programming, CSUSM — Spring 2018
- CS 542: Design Patterns & Object-Oriented Analysis, CSUSM — Spring 2018
- CS 441: Software Engineering, CSUSM — Fall 2017
- CS 485: Game Programming, CSUSM — Fall 2017
- CS 311: Data Structures, CSUSM — Spring 2017
- CS 542: Design Patterns & Object-Oriented Analysis, CSUSM — Spring 2017
- CS 311: Data Structures, CSUSM — Fall 2016
- CS 485: Game Programming, CSUSM — Fall 2016

Teaching Assistant
- CS 2400: Introduction to Computer Science, OU — Fall 2015
- CS 5040: Design and Analysis of Algorithms, OU — Fall 2015

Guest Lectures
- CS 6900: Information Retrieval, OU — Fall 2013
- CS 356/456: Software Engineering, OU — 2011 – 2013

PUBLICATIONS

1. **Xin Ye**, Hui Shen, Xiao Ma, Razvan Bunescu, Chang Liu. "From Word Embeddings To Document Similarities for Improved Information Retrieval in Software Engineering". *in Proceedings of the 38th International Conference on Software Engineering (ICSE 2016)*, Austin, TX, May 2016, pp. 404-415. (Acceptance Rate: 19%) **ACM SIGSOFT Distinguished Paper Award**

2. **Xin Ye**, Razvan Bunescu, Chang Liu. "Mapping Bug Reports to Relevant Files: A Ranking Model, a Fine-grained Benchmark, and Feature Evaluation", *IEEE Transactions on Software Engineering (TSE)*, 42(4):379–402, April 2016

3. **Xin Ye**, Razvan Bunescu, Chang Liu. "Learning to Rank Relevant Files for Bug Reports using Domain Knowledge". *in Proceedings of the 22nd ACM SIGSOFT International Symposium on the Foundations of Software Engineering (FSE 2014)*, Hong Kong, China, November 2014, pp. 66-76. (Acceptance Rate: 22%)

4. En Ye, **Xin Ye**, Chang Liu. "TeamWATCH: Visualizing Development Activities Using a 3-D City Metaphor to Improve Conflict Detection and Team Awareness". *Accepted to PLOS ONE*, 2018.

5. Yu Tian, **Xin Ye**. "Motif: A Social Reading Platform that Helps People Filter, Memorize, and Organize Online Contents". *in Proceedings of the 36th IEEE International Performance Computing and Communications Conference (IPCCC 2017)*, San Diego, CA, December 2017.

6. Chang Liu, **Xin Ye**, En Ye. "Source Code Revision History Visualization Tools: Do They Work and What Would it Take to Put Them to Work?". *Access, IEEE*, vol.2, no., pp.404-426, 2014.

7. Tiao J. Chang, John Bentz, Justin Wiseman, Yanhui Fang, Andrew Copley, Chang Liu, Sertac Ozercan, **Xin Ye**, Nathan Andre, and Qing Zhu. "A Sustainable Model for Water Resources and Environmental Education". *In Proceedings of International Conference on Sustainable Design, Engineering and Construction (ICSDEC 2012)*, Fort Worth, Texas, USA, November 2012, pp. 955-974.

AWARDS	ACM SIGSOFT Distinguished Paper Award, ICSE' 16	2016

PROFESSIONAL
ACTIVITIES

1. Lead a team of two CSUSM Computer Science (CS) students to develop a website, a mobile app, and provide technical support for the "Monarch Butterfly Survival on Plumeria, Research and Solutions" project, which focuses on elucidating the interactions between monarch populations, cultivated milkweed, and plumeria in southern California (http://monarchsd.org).

2. Supervised a cross-major team with two CS students and three Business students in the Senior Experience Program of College of Business Administration at CSUSM to develop a smart phone enterprise app for a local business company in San Diego County.

3. Advisor for seven CS master students at CSUSM. Four have successfully defended and graduated in 2017.

4. Reviewed papers for Journal of Systems and Software, Information and Software Technology, Automated Software Engineering, and the 21th World MultiConference on Systemics, Cybernetics and Informatics.

5. Invited talk for the 38th International Conference on Software Engineering at Austin, TX, in May 2016; the 22nd ACM SIGSOFT International Symposium on the Foundations of Software Engineering at Hong Kong in 2014.