

# XIU WEN LU

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## EDUCATION

**University of California, Berkeley** – Cal Opportunity Scholar  
Computer Science and Cognitive Science B.A. Double Major  
Graduation: Spring 2017  
Cumulative GPA: 3.49  
**Relevant Coursework:** Computer Forensics and Security, Mobile Application Development, Data Mining, Computer Architecture and Machine Structures, Structure and Interpretation of Computer Program, Data Structures and Advanced Programming, Discrete Mathematics and Probability Theory, Linear Algebra and Differential Equations, Calculus I & II  
Currently Enrolled: Algorithms, Artificial Intelligence

## EXPERIENCE

**UC BERKELEY CITRIS** (CENTER FOR INFORMATION TECHNOLOGY RESEARCH IN THE INTEREST OF SOCIETY)

**Social Apps Lab – UC Berkeley Undergraduate Research Apprentice** (Sept. 2015 – Present)

- Backend developer for AppCivist, a platform for democratic assembly
- Developed a service that reduces user-contribution redundancy and finds similar project proposals to encourage collaboration between activists with similar goals

**ANDROID APP DEVELOPER – MONSIE** (SUMMER 2015 GROUP SIDE PROJECT) (June 2015- Present)

- Designed and developed an application that provides a safe space for users to log their daily emotions and review them graphically. The idea is that users will see trends in their journals so they can make conscious decisions in their daily routines to promote emotional health.
- Languages used: Java, XML, HTML (potential website), SDK: min-10, targeted-21
- Tools used: Android Studio, NinjaMockUp, Photoshop, Trello, GitHub
- Market: GETJAR: [www.getjar.mobi/mobile/862701/monsie](http://www.getjar.mobi/mobile/862701/monsie), Google Play (coming soon)

## DATA SCIENCE EXPERIENCE

**RapidMiner** (Summer, 2015)

- Used RapidMiner to manipulate datasets to extract useful knowledge
- Utilized different operations and techniques such as discretization and normalization to create more useful decision trees, association rules and clusters

**Relational Database Management System (Individual Course Project)** (October, 2014)

- Implemented a database system that stores tables of data and allows user accesses
- Created a simple SQL dialect and used parsers and scanners to read user inputs to extract data

## PROGRAMMING PROJECTS (JAVA)

**Trip-Finder (Individual Course Project)** (November, 2014)

- Created a graph object package to support graph clients and allow users to find the shortest path from a source to its destination
- Implemented multiple traversal algorithms including: Depth First Traversal, Breadth First Traversal, Dijkstra's, A\*

**K Jumping Cube Game (Individual Course Project)** (October, 2014)

- Implemented a two-person game where players can play against each other or an AI
- Utilized the Minimax algorithm to optimize the AI's game strategy
- Designed a Graphic User Interface to enhance user experience

## PROGRAMMING LANGUAGES & SOFTWARE EXPERIENCE

**Proficient:** Java, Python, C, Scheme

**Software:** Android Studio, RapidMiner, Play Framework, Wireshark