

YANWEN (IVAN) XU

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EDUCATION

University of California, Santa Cruz

September 2020 - Present

Master of Science in Computer Science and Engineering

- RELEVANT COURSES: Compilers Design, Formal Method.

University of California, Santa Cruz

September 2016 - June 2020

Bachelor of Science Double Major in Computer Science and Computer Game Design 3.71 / 4.0

- HONORS/AWARDS: Dean's honor; Ambitious Summer Award; Winner of 2018 UCSC ACM Hackathon.
- RELEVANT COURSES: Computer Graphics, Type Systems, Artificial Intelligence, Game Design.

RESEARCH EXPERIENCE

Augmented Design Lab, UCSC

May 2019 - Present

- Researched on behavior tree approaches and social force model for pedestrian simulation in autonomous vehicles testing.
- Developed Unreal Engine plugins to procedurally generate testing scenarios and dynamically spawning navigation meshes for autonomous vehicles testing. The work is integrated into *CruzWay* and was published to IEEE IV.

PUBLICATIONS

- Ishaan Paranjape, Abdul Jawad, **Yanwen Xu**, Asiih Song, Jim Whitehead (2020). A Modular Architecture for Procedural Generation of Towns, Intersections and Scenarios for Testing Autonomous Vehicles. *IEEE Intelligent Vehicles Symposium (IV) workshop*.

WORK EXPERIENCE

Xiaomi Interactive Entertainment, Beijing

July 2017 - August 2017

Game Operator Intern

- Assisted maintaining the database of Xiaomi's App Store.

IBM (China) Institute of Government Innovation, Beijing

June 2016 - July 2016

Marketing Intern

- Participated in survey interviews of colleges and universities, enterprises, and training organizations, analyzed contents and wrote reports.
- Conducted independently case studies of collaboration between universities and enterprises, and wrote up reports of the findings.

SKILLS

Programming languages: JavaScript, C++, Rust, Python, C#, Elm, Ruby and more.

Engines/Frameworks: Unity, Unreal Engine 4, MonoGame, Node.js, React/Redux and more.

GitHub page: <https://github.com/xuyanwen2012>