

# XINDONG XU

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## Education

<b>Shanghai Jiao Tong University</b> <i>Master of Engineering (Deep Learning and Mechanical Engineering)</i>	<b>Sep. 2024 – Feb 2026</b> <i>Shanghai, China</i>
• Developed a dual-modality deep learning framework for automated blood layer segmentation with cross-illumination attention, deployed on a custom robotic liquid handling and imaging platform to enhance analytical accuracy.	
<b>Mines Paris - PSL</b> <i>Diplôme d'Ingénieur (Master of Science)</i>	<b>Sep. 2021 – Feb 2026</b> <i>Paris, France</i>
• Relevant courses: Optimization, Operational Research, Advanced Stochastic Process, Deep Learning, Reinforcement Learning. • Recipient of the France Excellence Eiffel Scholarship, awarded by Campus France.	
<b>Shanghai Jiao Tong University</b> <i>Bachelor of Engineering (Mechanical Engineering)</i>	<b>Sep. 2018 – Jun 2022</b> <i>Shanghai, China</i>
• Relevant courses: Dynamical System, Programming Methodology, Data Structures and Algorithms. • Shanghai Outstanding Graduate Award, conferred by the Shanghai Municipal Education Commission.	

## Experience

<b>DeepDyna AI (Co-Founder)</b> <i>Full-Stack Developer &amp; Product Designer</i>	<b>Dec 2024 – Present</b> <i>Shanghai, China</i>
• Founded and developed a full-stack AI content automation system producing 20K+ high-quality articles across 50+ managed accounts with 20% ROI. • Engineered integrated pipelines for data scraping, trend analysis, and RAG-enhanced content generation using multi-provider APIs (OpenRouter, Google Vertex, Volcengine), complemented by automated image creation and RPA-driven publishing workflows. • Architected a cloud-native data infrastructure with PostgreSQL and vector databases to consolidate content, imagery, and engagement analytics for end-to-end performance tracking.	
<b>Veolia Asia - Southa Holdings Limited</b> <i>Data Science Intern</i>	<b>Jan 2024 – Jun 2024</b> <i>Hong Kong SAR</i>
• Enhanced and deployed ML-based predictive and optimization models for quasi real-time monitoring of chiller plant performance within the West Kowloon Cultural District cooling network, projected to reduce energy consumption by 25%. • Developed analytical and visualization tools to support data-driven decision-making and operational optimization.	
<b>b:bot by GreenBig</b> <i>Computer Vision &amp; Embedded Systems Intern</i>	<b>May 2023 – Nov 2023</b> <i>Paris, France</i>
• Developed and deployed customized YOLOv8-based computer vision models on Azure ML Studio and Nvidia Jetson Nano for real-time machine monitoring and fraud detection, reducing compute demand while sustaining 30 fps video processing and preventing ~5 fraud cases daily.	

## Projects

<b>Banking Q&amp;A System with Multi-Agent RAG Framework</b>   <i>LLMs, PostgreSQL, pgvector, RAG</i>	<b>Mar 2025 – Jul 2025</b>
• Designed and implemented an MCP agent with multi-iteration reasoning and working memory, integrated with a PostgreSQL pgvector retrieval system for sub-100ms semantic search and 95%+ intent recognition accuracy in banking Q&A services.	
<b>Crypto Smart-Money &amp; News Trading Automation</b>   <i>web3.py, Discord.py, Telegram API</i>	<b>Mar 2024 – Present</b>
• Built a real-time crypto news intelligence system that scrapes Twitter updates, uses an LLM to assess event significance, and pushes curated alerts to Discord and Telegram, including automated phone call notifications for high-impact events. • Developed an on-chain smart-money tracker to monitor profitable wallet transactions across Ethereum, Solana and BNB Smart Chain, triggering instant Telegram alerts for trade replication and analysis.	
<b>Underwater Robotic Arm Control via Deep Reinforcement Learning</b>   <i>Python, Q-Learning</i>	<b>Nov 2022 – Feb 2023</b>
• Designed and trained a Deep Q-Learning model for autonomous control of an underwater robotic arm at Mines Sophia-Antipolis, enabling intrinsically motivated exploratory behavior.	
<b>Interactive VR Game for Château de Versailles</b>   <i>Unity, C#, 3D Modeling</i>	<b>Sep 2022 – Nov 2022</b>
• Developed a VR escape game in Unity featuring interactive gameplay and 3D modeling of the Château de Versailles.	
<b>NLP-Based Sentiment Mining for L'Oréal Customer Feedback</b>   <i>Python, NLP, LSTM</i>	<b>May 2022 – Jul 2022</b>
• Built an LSTM-based NLP model to extract sentiment themes from unstructured feedback for product insight generation.	
<b>GAN-Based Electron Trajectory Reconstruction for PandaX Experiment</b>   <i>TensorFlow, Keras, GANs</i>	<b>2021</b>
• Developed a TensorFlow-based GAN model for electron trace restoration in the PandaX non-neutrino double-beta decay experiment.	

## Technical Skills and Languages

**Languages:** Python, C/C++, C#, Solidity, MATLAB, SQL, JavaScript, HTML/CSS, Latex

**ML/AI Frameworks:** PyTorch, TensorFlow, Keras, OpenAI API, asyncio, LangChain, RAG, pgvector, scikit-learn

**Data & Cloud:** pandas, NumPy, Flask, FastAPI, PostgreSQL, Vector Databases, Git, Docker, Azure Studio, GCP

**Languages:** Mandarin & Shanghainese (Native), English (105/120 TOEFL), French (B2), Russian & Cantonese (Beginner)