XiaoXiang Zhong

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

M.S.E in Computer Science, Dec 2023

Specialization: Computing Systems, GPA: 4.0

University of Michigan

Ann Arbor, MI

B.S.E in Computer Science, Apr 2020 B.S.E in Electrical Engineering, Apr 2020

EXPERIENCE

Meta (Facebook Reality Labs)

Seattle, WA

Software Engineer Intern (May 2022 - Aug 2022)

- Developed an app for AR glasses in Android Java and C++ to measure the performance of the glasses and of immersive apps through different metrics such as FPS and Scenegraph
- Created a shell script for future developers to effortlessly add any new metrics to the app and overlay

General Motors Warren, MI

Software Development Engineer (Jan 2021 - May 2022)

- Created a new internal timesheet for all employees by designing various subpages in Angular to help leadership track project efficiency
- Retrieved SQL data through Java JDBC and populated Angular subpages using Spring Boot REST micro services

Michigan Medicine Ann Arbor, MI

Software Application Researcher (Oct 2020 - Jan 2021)

- Built a neuron tracing program by integrating Google's Neuroglancer (a volumetric data viewer) in Python with Javascript to trace neuron images for cross-sectional and 3D visualizations
- Reduced the runtime of an average neuron trace from 2.5s to 1.5s (40%)

Amazon Detroit, MI

Software Development Engineer Intern (Jun 2020 - Aug 2020)

- Retrieved relevant information and main topics from user feedback in a forum page through natural language processing using AWS Comprehend topic modeling
- Created a dashboard with React-Redux and machine learning outputs to visualize major trends in user feedback to allow internal teams to pinpoint issues

PROJECTS

Indiana Drones Project (SLAM) (Al for Robotics Class, Nov 2022)

- Estimated locations of trees by implementing a SLAM algorithm using noisy drone movements and noisy environment measurements
- Navigated a drone to a target location using continuous SLAM to avoid trees

Warehouse Project (A* Search) (Al for Robotics Class, Nov 2022)

 Picked up and delivered boxes optimally in a warehouse with A* search using movement costs and orthogonal movement heuristic

Real Time Drawing (Personal Project, Jan 2022)

Created a drawing program with OpenCV in C++ to allow users to draw with a marker in real time