

XiaoXiang Zhong

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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
- As a side project, added a die roll functionality to Messenger in ReasonML (OCaml) to allow users to get a randomly generated die value

General Motors

Warren, MI

Software Development Engineer (Jan 2021 - May 2022)

- Created a new time tracking mechanism for all employees by designing various subpages in Angular
- 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

EDUCATION

Georgia Institute of Technology

Atlanta, GA

M.S.E in Computer Science, Apr 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

PROJECTS

Strategy Evaluation (Machine Learning For Trading Class Project, Apr 2022)

- Implemented a reinforcement learning strategy to trade stocks by wrapping a previous QLearner project and combining it with stock indicators to maximize portfolio performance

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

Dance Dance Revolution Pad (Personal Project, Jun 2021)

- Constructed a dance pad with an ESP8266 controller using MicroPython to read and convert step inputs to the game inputs