

XIAOKANG SUN

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Address: 1246 W, 30th Street, Los Angeles, CA 90007

EDUCATION

University of Southern California

Los Angeles, US

M.S. in Computer Science, Viterbi School of Engineering

- GPA: 4.0
- Courses: Advanced Mobile Devices and Game Consoles, Databases System May 2018

Sun Yat-sen University

Guangzhou, China

B.S. in Computer Science and Technology, School of Data and Computer Science

- GPA: Overall 88.6/100, Major 89.6/100 June 2016

TECHNICAL SKILLS

- Programming Languages: C++, Java, HTML/JSP, SQL
- Software: Eclipse, Apache Tomcat, Unity3D, Visual Studio, SVN
- Operating System: Windows, Linux

INTERNSHIP

Mobile Game SDK Development

Guangzhou, China

Joygames Information & Technology Corporation

Sept.2015 – Nov. 2015

- Collaborated with my team, analyzed the structure of source code of a mobile game SDK.
- Developed one part of the code of mobile game SDK using Eclipse.

PROJECTS

- **Planner** C++
Under the instruction of my instructor, focused on epistemic planning, analyzed low-complexity method to translate multi-agent planning to classical planning, and implemented a planner comprised by a translator and a solver.
- **Operating System Simulation** C++
Developed a program which simulated operation system, having functions such as process scheduling, resources handling, and file management.
- **Hardware & Software** C & Java
Implemented a smart home system, using HC6800-ES-V1.0 microcontroller and some sensors such as infra-red sensor.
- **File Transfer** Java
Developed an Android application which could transfer files in LAN with high security.
- **Social Application** Java
Designed and implemented an Android application which could help people with making friends, and they could talk, text, send files or photos, and know the location of each other.

HONORS AND AWARDS

- Third-class Scholarship for Outstanding Students Aug. 2014
- 8th IEEE Xtreme 24-Hour Programming Competition top 10% Nov. 2014
- Honorable Mention for Chinese Collegiate Programming Contest May 2015