

# XINYI (CINDY) ZHOU

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## EDUCATION

### University of Southern California

January 2023 – December 2024 (Expected)

Master of Science in Computer Science (General), Los Angeles, CA

GPA: 4.0/4.0

Grader and Learning Assistant of ITP265: Object-oriented Programming, CSCI570: Analysis of Algorithms

**Relevant coursework:** Analysis of Algorithms, Web Technologies, Machine Learning, User Experience, Game Development

### Southern University of Science and Technology

September 2018 – July 2022

Bachelor of Engineering in Computer Science and Technology, Shenzhen, China

GPA: 3.75/4.0

Student Teaching Assistant of CS330, CS103: Multimedia Information Processing, Introduction to Artificial Intelligence

**Relevant coursework:** Principle of Database Systems, Data Structure and Algorithm Analysis, Object-oriented Analysis and Design, Operating Systems, C/C++ Program Design, Computer Networks, Deep Learning

## TECHNICAL SKILLS

**Languages:** Python, Java, JavaScript, C++, HTML/CSS, Kotlin, C#, SQL, R, MATLAB

**Software Engineering:** Spring Boot, Flask, Node.js, Jest, Bootstrap, Docker, Angular, Vue.js, React, AWS, Uvicorn, Axios, jQuery, Unity3D, Git, GitHub, GitLab, JUnit, MySQL, MongoDB, Unix/Linux, RESTful API, Jenkins, CI/CD, Anaconda, Pandas, Agile Scrum

**Machine Learning:** Hugging Face Transformers, PyTorch, Scikit-learn, DeepSpeed, Large Language Models, Prompt Engineering

## WORK EXPERIENCE

**Software Engineer Intern** | Veeva Systems, Vault Platform Reporting | Pleasanton, United States | May 2024 – August 2024

- Maintained a cloud-based platform built with **Spring Boot** and **React** by resolving **11** defects, enhancing unit test coverage with **JUnit** and **Jest**, and utilizing **CI/CD** pipelines with **Jenkins** for automated testing and deployment
- Led the implementation of a “Last Updated” time indicator using **React** and **JavaScript**, collaborating with QA, designers, and PMs in an **Agile Scrum** environment, benefiting **1,000+** customers by providing clear, real-time visibility into dashboard chart freshness
- Addressed a critical **customer-reported** product issue by debugging complex report execution and adding a tracking method for computed fields, leading to reliable report functionality and enhanced user experience

**Machine Learning (NLP) Engineer Intern** | UBTECH Robotics | Shenzhen, China | May 2023 – August 2023

- Fine-tuned LLM Vicuna chatbots (7B, 13B, and 33B) with **DeepSpeed ZeRO** and **LoRA** on a V100 GPU cluster for more engaging human-robot interactions in reception and tour guiding, obtaining an increase of **29.74%** in user preference and 22 in Elo rating
- Led design of **Python** workflow for conversation data generation, cleaning, and formatting based on **prompt engineering** and ChatGPT API; system applied to at least 3 NLP projects, resulting in a **20x** efficiency improvement in fine-tuning data collection
- Deployed a Chatbot implemented by **Gradio**, **Uvicorn**, and **FastAPI** on a cloud service for users to evaluate fine-tuned models

**MR/VR Research Assistant of Dr.Luo Tao** | SUSTech | Shenzhen, China | August 2022 – December 2022

- Initiated development of MR/VR application demos with **MRTK-Unity** as team’s inaugural developer, laying essential foundations for subsequent design showcases, expediting design iteration process, and enabling continuous innovation within team
- Utilized **C#** and **Python** to automate collection and analysis of user hand motion data, contributing to **user experience testing**

**Front-End Developer Intern** | Shenzhen Weijie Technology | Shenzhen, China | March 2022 – June 2022

- Tripled** the daily user count by revamping front-end of a WeChat Murder Mystery Game Grouping Mini Program on iOS and Android platforms with **Vue.js**, **JavaScript**, **HTML/CSS** and **uni-app** framework
- Accomplished and tested over 6 product features based on product requirement documents, deployed into production, and collaborated with managers to promptly resolve any bugs
- Cooperated closely with designers, back-end developers, and testers on UI design, API design, and code reviews

## PROJECTS

**eBay Search Platform** | Full-Stack Developer | September 2023 – December 2023

- Crafted responsive web UIs with **Angular**, **Bootstrap**, **HTML/CSS**, and **JavaScript**, and mobile UIs on Android using **Kotlin**
- Enhanced backend functionality with **NodeJS**, **Express**, **MongoDB**, deployed on **AWS**

**Cross-Browser Layout Testing for WebAssembly Websites on Mobile** | JavaScript Developer | January 2023 – April 2023

- Conducted comprehensive research on layout differential testing and WebAssembly testing techniques
- Led a 4-member team in creating a **TypeScript**-based mobile browser crawler for capturing full-page screenshots, conducting comparisons, and reporting layout inconsistencies on WebAssembly websites in Chrome and Firefox
- Analyzed 1568 WebAssembly websites using **Android** Emulator, identifying 43 URLs with cross-browser layout discrepancies

## HONORS & EXTRA-CURRICULARS

**Outstanding Graduate Student Award** | SUSTech | June 2022

**Artificial Intelligence and Machine Learning Winter School: Grade A** | Oxford | January 2022

**The First Class (Top 5%) of Merit Student Scholarship** | SUSTech | November 2021

**Honorable Mention of 2021 Mathematical Contest In Modeling** | COMAP | May 2021

**Director of Theory Department of the Fifth SUSTech Emergency Rescue Association** | SUSTech | June 2019 - June 2020