

Xibo Chen

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PROFESSIONAL SUMMARY

Energetic and self-motivated computer science master student with extensive programming experience. Strong foundation in math, data structure, algorithms, and cross-platform coding. Proven ability to produce positive results with a track record of academic and professional success.

SKILLS

- **Programming Languages:** C, C++, Java, SQL
- **Tools:** Mysql, Tomcat, VScode, Eclipse, Visual Studio, OpenGL
- **Technical Fields:** Concurrent, Parallel, and Distributed Programming, Dynamic Programming, Backtracking Algorithms

EDUCATION

Florida State University Aug. 2019 – Aug. 2021(expected)
MS in Computer Science GPA: 3.89/4

Jiangsu Normal University Aug. 2015 - Jun. 2019
BEng in Computer Science and Technology GPA: 3.3/4

Related Courses: Data Structures, Algorithms Design, Database System, Discrete Math, Concurrent and Distributed Programming, Operating Systems, Analytic Methods, Data Mining, Software Engineering, Architectures

HONORS/ACTIVITIES

- Scholarship of Jiangsu Normal University 3rd in 2016, 1st Prize in 2017
- Excellent Student Cadre in Jiangsu Normal University Student Union 2016, 2017
- Member of BeiEr Electronic Association, PU management department of Student Union 2015, 2016, 2017

PROJECT EXPERIENCE

Advanced Concurrent, Parallel, and Distributed Programming Jan. 2021 - Present

- Developed Unix systems toolkits for process and filesystem management in C++ to simulate the bash shell, which provides system calls, process management, synchronization, inter-process communication (IPC), and filesystem management.
- Created a C++ server-client-based chat application under Unix, designed and implemented socket-based networking, application-layer network protocol, signal handling, and thread managing.

Graphics Analysis Algorithms Programming Jan. 2020 - Apr. 2020

- Built a triangulated surfaces raytracer to render spheres, which supports single or multiple light sources from different positions, programmed specular, ambient, and diffuse shading models, with perspective and orthogonal projections.
- Implemented OpenGL image and geometry synthesis algorithms and developed a C++ graphic editor to support 2D/3D rasterization and smoothing, the editor supports rotation, scaling, color change, view control, object control, camera control, and explicit/ implicit laplacian smoothing.

Open-source Software System May. 2020 - Aug. 2020

- Studied the life-circle and framework of software development, hands-on experience on software requirement analysis, definition, design, development, modification, framework update, and status-change reports.
- Improved, contributed, and qualified code for *Java* library called JEdit under IntelliJ IDEA. Added new user-friendly features to streamline feedback menu, revised search content matching and color line highlighting feature, and enhanced the build-in directory search engine with a date filter.

Design, Install, Maintain, and Extend Inter-connected Cloud Servers May. 2020 - Aug. 2020

- Won department inter-connected server design competition by managing a 5-member group. We finished 1st to design and build solid and secure connections on inter-connected cloud servers among 20 competing groups.
- Designed and extended department interconnected cloud-based system with mixed Microsoft Azure and Linux/Unix servers, installed more latest systems into the cloud, implemented TCP/IP-based networking design and operating principles, configured common services, and improved the system maintenance.

Data Analyst with Various Data Mining Models Jan. 2021 - Present

- Implemented data analysis algorithms. Created an analysis algorithm to manage grade database for 1000+ students. The algorithm can analyze the dataset's distributions, deviation, and future tendency, etc. Based on the result, the instructor can adjust future exam difficulty levels or re-grade the existing exam.
- Developed naïve Bayes-based classification algorithm on binary labeled training datasets to predict cancer risks. The classifier prediction accuracy reached 80% on all disease datasets. By introducing oversampling techniques, the final accuracy can be improved to 90%.

WORKING EXPERIENCE

Software Engineer Intern *Polaris Software Co.* Jul. 2017 - Aug. 2017

- Created a comprehensive company employee management system with 300+ tag fields to store employee's personal and working information. Defined the database schemas and implemented scripts to automatically update the management team with the latest company information dashboard.