

Xu Xiang

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Education

- **Beihang University** Beijing, China
Master of Computer Science, advisor: Prof. Qinqing Zhao 2020.09 – 2023.01(expected)
- **China University of Geosciences** Beijing, China
Bachelor of Computer Science and Technology, GPA:3.52/4.0(TOP 10%) 2016.09 – 2020.06

Awards

- **ACM-ICPC Asia China Final** *Bronze Medal* 2019
- **ACM-ICPC Asia Hong Kong Regional Contest** *Bronze Medal* 2018
- **ACM-ICPC Asia Nanjing Regional Contest** *Bronze Medal* 2018
- **CCPC Qinghuangdao Regional Contest** *Bronze Medal* 2018
- **National Olympiad in Informatics in Provinces(NOIP)** *First Prize*×2 2013,2014
- **The 10th China University of Geosciences Programming Competition** *First Place* 2016

Experience

- **Research Intern; Advisor: Dr. Yanpei Cao** 2020.8 – 2021.9
Kwai, Animation Group
 - **Task:** We want to present a 3D animation system that allows novice users to create, edit, preview, and render animations, all through text editing.
 - **My Work:**
 1. After investigating a large number of literatures, we divided the system into two modules to implement: NSM and LDS, which are animation generation module and environment generation module respectively.
 2. I lead 5 undergraduates to migrate LDS from C++ to NSM Unity frame in about 2 months. I wrote 70% of the code and all documentation for this module, and scheduled the development progress.
 3. I innovatively proposed an improved model matching algorithm and an adaptive model placement algorithm. I deployed and improved the simulated annealing algorithm for motion optimization to the best effect.
 - **Result:** Our research [paper](#) *Write-An-Animation* is accepted by **PG 2021** (CCF-B).
- **Research Intern; Advisor: Prof. Jie Hao** 2018.12 – 2019.9
Chinese Academy of Sciences(CASIA)
 - **Task:** The task is binocular recognition and ranging on the embedded environment(UAV).
 - **My Work:** I am responsible for optimizing the binocular matching process. I implemented a sparse matching algorithm for this scenario, replacing the previous BM algorithm.
 - **Result:** The improved algorithm increases the computational efficiency by a factor of 20.

Skills

- **Develop Skills**
 - I am a well-trained programmer, written over 10w lines of code in my undergraduate days.
 - program language: C++, Python, C#, Java
 - other: Linux, Latex, Git, Docker
- **English** : GRE 318; CET6