YANXIN LU

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EDUCATION

Zhejiang University   Haining, China
Bachelor of Computer Engineering | GPA: 3.97/4.00 | Rank: 6/65   Aug.2021-Present
University of Illinois Urbana-Champaign   Urbana, IL
Bachelor of Computer Engineering | GPA: 3.97/4.00   Aug.2021-Present
Core Courses: Database Systems; Computer Systems Engineering; Artificial Intelligence; Game Development
Honors: Zhejiang Provincial Government Scholarship; Zhejiang University, Second-Prize Scholarship; ZJU-UIUC
Institute, Dean's List; ZJU-UIUC, Third-Price Scholarship; The 9th China International College
Students'"Internet+"Innovation and Entrepreneurship Competition, Bronze Award

RESEARCH EXPERIENCE

Sparse Perspective 3D Reconstruction Using Diffusion Model   Haining, China
Research Group Leader   Mar.2023-Aug.2023

- Collaborated with two fellow researchers in a research group and delivered biweekly presentation
- Learned and executed some models, such as NeRF, DDPM, SDFusion, SparseFusion and VideoMAE
- Adjusted parameters and integrated models to develop a tool for sparse perspective 3D reconstruction
- Acquired academic experience in deep learning and computer vision models

Children's Education Software Based on GPT-3.5 and YOLOv5   Hangzhou, China
Research Group Leader   Jun.2023-Jul.2023

- Collaborated with two fellow researchers in a research group and strategized task allocation
- Implemented real-time object detection and recognition using YOLOv5
- Developed a knowledge quiz and simulated conversational scenarios using GPT-3.5
- Independently designed and developed the user interface incorporating the interactive functionalities
- Gained practical experience in the application of large language models and computer vision models

Implementation of Display User Interface of 3D Model   Hangzhou, China
Developer   Jun.2022-Jul.2022

- Developed an existing software regarding designing and displaying clothes on 3D human body models
- Designed a user interface to display 3D human body models and to change the direction of view
- Acquired foundational experience in designing user interfaces incorporating 3D scenes using Qt and OpenCV

COURSE PROJECT

A Unix-Like Operating System   Urbana, IL
Developer   Oct.2023-Dec.2023

- Developed various components like RTC, terminals and system calls in a kernel from bare-bones
- Added functionalities like signal handling, text editor and auto-complete to build a more functional OS

GameUniverse :   A Game-searching Website   Urbana, IL
Developer   Sept.2023-Dec.2023

- Implemented 80% of the MySQL coding for executing database operations
- Added functionalities like user system, keyword search, advanced filter and game introduction on the website

SKILLS

- **Programming:** Python, C, C++, SQL, x86 Assembly
- **Frameworks:** Pytorch, Qt, React
- **Tools:** MySQL, Git, Google Cloud, QEMU, Quartus
- **Language:** Mandarin (Native), English (Proficient)