Yi Xu
Curriculum Vitae

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▬▬ Education

Sep. 2023 - Now	**MSc in Machine Learening**, Department of Computer Science, University College London *Relevant subjects*: Supervised Learning, Convex Optimization, Approximate Inference (Gatsby), Unsupervised Learning (Gatsby), RKHS in Machine Learning (Gatsby), Deep Learning, Reinforcement Learning (DeepMind), Statistical Natural Language Processing.
Oct. 2020 - Oct. 2021	**MSc in Computing Science**, DISTINCTION, Department of Computing, Imperial College London High distinction grades awarded in all taught modules and thesis *Relevant subjects*: Computer Architecture, Operating System, Computer Vision, Symbolic AI
Feb. 2017 - Nov. 2019	**BSc in Computing and Software Systems**, FIRST CLASS HONOURS, Faculty of Science, University of Melbourne *Relevant subjects*: Algorithms and Data Structures, Database Systems, Computer Network, Graphics and Interaction, Discrete mathematics, Artificial Intelligence

▬▬ Project Experiences

May. - Nov. 2021	**Master Thesis, Algorithmic Human Development**, *Imperial College London, UK* Self-Attachment Therapy (SAT) is a practical protocol which can effectively treat patients with insecure attachment. Getting inspiration from video games, this project want to use an interesting and enjoyable way to improve users' treatment experience and achieve self-healing. Therefore, an auxiliary 2D pixel role-playing game made by Unity is developed and provided to multiple US/Canadian patients. • Independently designed and developed UI, scene construction, level layout, character behavior, animation state machine, backpack system, equipment system, dialogue system, skill system, and game victory/defeat mechanisms.
Apr. - Jun. 2021	**Master Project, Royal Mail**, *Imperial College London, UK* Design and develop a map navigation system for Royal Mail to plan routes more efficiently and improve logistics efficiency. This project is a web application, which achieves functionalities of visualizing latitude and longitude on the map, manually inputting coordinates, uploading multiple coordinates, clearing coordinates, inputting time, time-distance switching, matrix routing, and navigation routing. • Matrix routing provides users with the minimum time/distance cost between each input coordinate point. • Navigation routing provides users with the best path through each input coordinate point with the least time/distance cost
Jun. - Sep. 2019	**Junior Project**, *University of Melbourne, Australia* Responsible for web front-end development. This project is a web application for sharing family items information. It provides functionalities such as item creation, modification, deletion, image uploading, introduction displaying, item searching, comments and likes for family users. At the same time, it also achieves the functionalities of family account registration, password retrieval and account login. • Adopt the separation of front-end and backend. The front end uses the vue.js framework and builds the development environment through vue-cli. • Use vue-router to build project routing and use axios to handle network requests. • Use css, javascript, dom operation and other technologies to achieve the dynamic response of the website

▬▬ Skills and Interests

Hobbies	Solving problems on LeetCode
Programming	Advanced: C/C++, Python; Experienced: C#, Java, Matlab & Haskell
Familiar With	Hugging Face, NumPy, PyTorch, Pandas
Web	HTML/CSS/JS, Vue
Game Engine	Experience in multiple Unity game developments