

RUIXIN SHI

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EDUCATION

Boston University | Boston, MA

Bachelor of Arts in Computer Science

Sep2020 - May 2024

Relevant Coursework: Data Structures, Analysis of Algorithms, Software Engineering, Networking Essentials Programming Languages, Artificial Intelligence, Computer Graphics, Operating System.

Northeastern University | Seattle, WA

Master of Computer Science

May 2024 - Present

SKILLS

Programming - proficient in Python, Java, C, JavaScript, TpyeScript, Ocaml, flutter

Tools - proficient in Git, SQL, JSON, React, MCN server

EXPERIENCE

Boston University Department of Biology | Boston, MA

May 2023 – May 2024

Research Assistant under Professor Jen-Wei Lin

- Worked as a Research Assistant for Professor Jen-Wei Lin, Associate Professor of Biology at Boston University. My responsibilities included handling experimental data and creating plots to use as illustrations. Under Professor Lin's guidance, I also practiced applying appropriate filters and clustering methods to experimental data.

Framo Media L.L.C. | Seattle, WA

Sep 2025 – Dec 2025

AI Development Intern

- Focus on building application-level solutions by leveraging existing AI tools. My work bridges advanced AI capabilities with practical, user-focused applications, helping transform innovative ideas into impactful media technology products.
- Responsible for maintaining company's official website: framomedia.com

PROJECT EXPERIENCE

Auto Chess Agent | Boston University

Jan 2023 – May 2023

- Trained auto chess AI agent via sepia, a modular-open-source framework; Developed using Java; Applied neural network topology to train chess AI agent; build reward function, feature extraction function for chess AI agent.

Information Website of Student Roster | Boston University

May 2023 – June 2023

- Build a website indicating student's status of what class they are currently; Obtain student's information through API port that return student's information in form of .JSON file; present information using component provided by React; develop using TypeScript, HTML, and CSS.

FIFOs scheduler OS on Linux | Boston University

Sep 2023 – Jan 2024

- Build a multithreaded OS that runs in protected mode on Linux system, developed using C.
- Use information given by GRUB to display system information and schedule threads(simulated) in a FIFO order.

Microcontroller Game with Gesture Recognition | Boston University

Jan 2024 – May 2024

- Build a microcontroller game with hand gesture recognition on Arduino platform with ArduCam module.

UnWire – a mobile app for local network chat | Northeastern University

Sep 2024 – Dec 2024

- Developed using Flutter, I am responsible for designing and coding the fundamental structure of the application.
- In charge of managing the development team and overseeing the promotion of the application.

ACTIVITY EXPERIENCE

BUTV10 | Boston University

Graphic Coordinator

Aug 2021 – May 2024

- Facilitated collaboration between departments and assisted different teams with graphic-related requests, including providing shoot prompts for new programs, arranging display cases, and creating content for social media platforms, among other duties.

Winner of 2025 Qualcomm & Microsoft On-Device AI Hackathon | Northeastern University

Mar 2025

Team Leader

- Won both the Popular Choice and Judges' Choice awards at the hackathon with our project *Fit-Mirror*—an interactive personal trainer that delivers pro-level training guidance utilizing a projector with image recognition model to guide the user.