

Xingyu Chen

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EDUCATION	University at Buffalo (UB), the State University of New York (SUNY) B.S in Computer Science (with Honor) Advisor: Prof. Wenyao Xu	August 2018 – June 2021 Overall GPA: 3.69
EXPERIENCE	Researcher , Mobile, Emerging Technologies & Applications (META) Lab University of Colorado Denver Supervised by Prof. Zhengxiong Li Research Assistant , Embedded Sensing and Computing (ESC) Group University at Buffalo, SUNY Supervised by Prof. Wenyao Xu	August 2021 – Present August 2018 – Present
AWARDS	IEEE COVID-19 Sensor Informatics Challenge Runner-up Award (Second place) , IEEE Healthcare Summit (IHS) Dean's List Best Paper Award , SenSys'19	2021 Fall 2018, Spring & Fall 2019, Spring 2020 2019
COMMERCIAL PRODUCTS	Unity - Steam Networking Framework (Unity, C#) One of the first few solutions of Steam multiplayer networking for Unity Engine. It was developed entirely by me solely. It is a low-level networking framework to connect Unity Component System and Steam P2P network services. It is used by commercial games such as RUSSIA BATTLEGROUNDS, a battle royale game that supports up to 32 players at the same time. Spark Dimension (Unity, C#) A 3D sandbox video game developed entirely by me solely when I was 14 years old. This game sold a total of about 8,000 copies worldwide on Steam, with a total profit of about \$15,000. This game was covered by numerous gaming media such as <i>ali213.com</i> , <i>indienova</i> , <i>SteamCN</i> , and <i>Baidu Baike</i> .	2017 2014
PUBLICATIONS	[1] *Xingyu Chen , *Zhengxiong Li, Srirangaraj Setlur, Wenyao Xu. "Exploring racial and gender disparities in voice biometrics", In: <i>Scientific Reports</i> (*Co-first author) (Journal article). [2] Xingyu Chen , Xinmin Fang, Wenchuan Wei, Wenyao Xu, Zhengxiong Li. "Poster: Exploring an Extensible Children Game Framework based on Augmented Reality Building Blocks", In: <i>ACM Conference on Embedded Networked Sensor Systems (SenSys'21)</i> (Poster) [3] *Xinmin Fang, *Xingyu Chen , Wenyao Xu, Zhengxiong Li. "Poster: Enhanced Virtual Reality: Exploring an Immersive and Realistic Virtual Reality Training for Nursing", In: <i>ACM Conference on Embedded Networked Sensor Systems (SenSys'21)</i> (*Co-first author) (Poster) [4] Xingyu Chen , Chenhan Xu, Baicheng Chen, Zhengxiong Li, Wenyao Xu. "Poster: In-Ear Thermometer: Wearable Real-time Core Body Temperature Monitoring", In: <i>ACM Conference on Embedded Networked Sensor Systems (SenSys'20)</i> (Poster) [5] Zhengxiong Li, Baicheng Chen, Xingyu Chen , Huining Li, Chenhan Xu, Feng Lin, Chris Xiaoxuan Lu, Kui Ren, Wenyao Xu. "SpiralSpy: Exploring a Stealthy and Practical Covert Channel to Attack Air-gapped Computing Devices via mmWave Sensing", In: <i>The Network and Distributed System Security (NDSS'22) Symposium</i> (Conference full paper) [6] Huining Li, Huan Chen, Chenhan Xu, Anarghya Das, Xingyu Chen , Zhengxiong Li, Jian Xiao, Ming-Chun Huang, Wenyao Xu "Privacy computing using deep compression learning techniques	

for neural decoding", In: *Smart Health* (Journal paper IF = 2.71)

- [7] Chenhan Xu, Huining Li, Zhengxiong Li, Hanbin Zhang, Aditya Singh Rathore, **Xingyu Chen**, Kun Wang, MING-CHUN Huang, Wenyao Xu. "CardiacWave: A mmWave-based Scheme of Non-Contact and High-Definition Heart Activity Computing", In: *ACM Conference on Pervasive and Ubiquitous Computing (UbiComp'21)* (Conference full paper)
- [8] Baicheng Chen, Zhengxiong Li, Huining Li, **Xingyu Chen**, Chenhan Xu, Wenyao Xu. "ThermoWave: A New Paradigm of Wireless Passive Temperature Monitoring via mmWave Sensing", In: *ACM International Conference on Mobile Computing and Networking (MobiCom'20)* (Conference full paper)
- [9] Hanbin Zhang, Gabriel Guo, Emery Comstock, Baicheng Chen, **Xingyu Chen**, Matthew Stafford, Lora Cavuoto, Jeanne Langan, Wenyao Xu. "RehabPhone: A Software-Defined Tool using 3D Printing and Smartphones for Personalized Home-based Rehabilitation", In: *ACM International Conference on Mobile Systems, Applications, and Services (MobiSys'20)* (Conference full paper)
- [10] Zhengxiong Li, Baicheng Chen, Zhuolin Yang, Huining Li, Chenhan Xu, **Xingyu Chen**, Kun Wang, Wenyao Xu. "FerroTag: A Paper-based mmWave-Scannable Tagging Infrastructure", In: *ACM International Conference on Mobile Computing and Networking (SenSys'19)* (Conference full paper) [Best paper award]

SERVICES

Teaching Assistant, University of Colorado Denver

- CSCI 4771/5771 Introduction to Mobile Computing. Fall-2021
- CSCI 4773/5773 Introduction to Emerging System Security. Spring-2022

Presenter, University at Buffalo CSE Open House Event Project Demo

2018, 2019

NOTABLE PROJECTS

Visual Tensor (Typescripts, Python)

2020

It is a visual editor & debugger for basic neural networks.

APhysics Simulator Combo

2020

It is a combination of various soft-body & fluid simulation technologies for research and study use.

ALight Renderer Combo

2019

It is a combination of various rendering technologies for research and study use.

- ALight Creator (C++, ImGUI)
- ALight OpenGL (C++, OpenGL)
- ALight Rasterizer (C#)
- ALight RayCPU (C++, C#)
- ALight RayGPU (C++, CUDA)

Orange Programming Language (C#, MSIL)

2019

It is a basic programming language running on DotNet framework.

Dragonfly Programming Language (C/C++, CUDA, LLVM, Assembly)

2019

It is a toy programming language based on LLVM with a handwritten parser.

Steamwork GUI (C#)

2017

One of the first few GUI tools for managing and uploading content to Steam developer system.

REFEREES

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