## Jiahao Xu

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## Education

EDUCATION	
Virginia Tech	VA, United States
Doctor of Philosophy in Computer Science & Applications program <ul> <li>Advisor: Chris North</li> </ul>	08/2023 - present
Tufts University	MA, United States
Master of Science of Computer Science • GPA: 3.80	01/2021 - 05/2023
University of California, Irvine	CA, United States
Exchange Student Program	04/2019 - 10/2019
• GPA: 3.62 (Spring Quarter), 3.543 (Summer Session)	
Chang'an University	Xi'an, China
Bachelor of engineering of Computer Science and Technology • GPA: 3.29	09/2016 - 06/2020
Research Experience	
Graduate Researcher	Virginia Tech
Advisor: Chris North <ul> <li>Explanability of Dimension Reduction process</li> </ul>	09/2022 - 05/2023
Graduate Researcher	Tufts University
Advisor: Remco Chang	09/2022 - 05/2023
• Hypothesis-driven visual analysis	
TEACHING	
CS3724 - Human-Computer Interaction	Virginia Tech
Teaching Assistant	2023 Fall
CS178 - Visual Analytics	Tufts University
Teaching Assistant	2023 Spring
CS170 - Computational Theory	Tufts University
Teaching Assistant	2022 Spring
CS114 - Network Security Teaching Assistant	Tufts University 2021 Fall
Selected Projects	
<ul> <li>HypoExplorer   JavaScript, Python, Flask</li> <li>An interactive visual interface that enables users to generate hypoto of interest</li> </ul>	
• Including a parser for The Grammar for Hypothesis-Driven Visual	·
<ul> <li>Constructive solid geometry   C++, OpenGL</li> <li>Implemented Constructive Solid Geometry and created several scenario</li> </ul>	02/2023 - 05/2023 ne files to demonstrate the implementation
<b>VAST2019-MC3</b>   JavaScript, D3 • An interactive visualization system for VAST2010 MC3	01/2022 - 05/2022

09/2021 - 12/2021

- An interactive visualization system for VAST2019 MC3  $\,$ 

## Visulization of Convex Hull Construction | C++,LEDA Visualization of Incremental Approach of Convex Hull construction

## TECHNICAL SKILLS

Languages: C++, Python, JavaScript Framework: React, Flask, Django Libraries: D3, OpenCV, OpenGl, LEDA Applications: Wireshark, Unity, MeshLab