

Qiwen Xiao

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Education

Southern University of Science and Technology (SUSTech), Shenzhen, P.R. China Sep 2022 – Present

- B.Eng. in Computer Science and Technology

Research & Academic Involvements

ARISE Lab, SUSTech – Shenzhen, P.R. China Jan 2024 – Present

- Leveraged entropy information to evaluate patch correctness and facilitate ranking of patches generated by large language models trained on code.
- Engaged in training a large language model on code, theoretically and empirically discovering that dependency context facilitates convergence.

SUSTech Supercomputing Team, SUSTech – Shenzhen, P.R. China Sep 2023 – Present

- Active member of SUSTech Supercomputing Team.
- Participated in supercomputing competitions including: ASC24, APAC24, IndySCC24.
- Exhibitor in the conference SC24.

Blended Learning, Massachusetts Institute of Technology – MA, USA Oct 2024 – Feb 2025

- Used PPO-based RL fine-tuning to reduce toxicity in LLM outputs.
- Implemented masked autoencoders for retina blood vessel segmentation.

Global Study Program, University of California, Davis – CA, USA Jun 2024 – Sep 2024

- Studied during Summer Sessions I & II, 2024, of UC Davis. Achieved “Academic Excellence” (GPA **3.90**).

Projects

Boston in 3D: A Citywide Object Archive Using Nerfstudio, 2025 github.com/Charley-xiao/NVIDIA_MIT

- Reconstructed objects across the city of Boston using Nerfstudio and developed an interactive map.
- Tools Used: Nerfstudio, React.js

Manthano: Online Learning Platform, 2024 github.com/Charley-xiao/manthano

- Built an innovative, next-generation online course platform designed to transform the way educators teach and learners thrive.
- Tools Used: Python, Vue3

nogenshin Python Package, 2024 pypi.org/project/nogenshin/

- Developed a Python package that transforms debugging into an adventure by manipulating Genshin Impact.
- Tools Used: Python, PyPI

Explainable Writing Style Detection, 2024 ilovenlp.net, github.com/Charley-xiao/ecs171-project

- Developed a novel pipeline for writing style detection and authorship attribution, which combines a fastText-based text classifier with SHAP and LIME for model explainability and features real-time visualization.
- Tools Used: Python, HTML, JavaScript, CSS

GalaGuide, 2024 github.com/sustech-cs304/galaguide

- Built a cross-platform software application as your personal manager for campus events and reservations.
- Tools Used: Vue3, Kotlin

Quant + RL, 2024 github.com/Charley-xiao/quant_rl

- Developed a reinforcement-learning-based framework for quantitative trading.
- Tools Used: Python

Skills

Programming Languages: C++, C, Java, Python, SQL, JavaScript, MATLAB.

Technologies: PyTorch, TensorFlow, Mindspore, Django, Flask, Springboot, Vue.

Human Languages: Mandarin (Native), English (C1), Spanish (B1).

Awards

Merit Place, 6th Annual APAC HPC-AI student competition (APAC) 2024

Second Prize, Asian Supercomputing Challenge (ASC) 2024

Grand Prize, NECCS (National English Competition for College Students) 2023, 2024

Second Prize, SUSTech Cup, the 2nd Quantitative Investment Simulated Trading Competition 2023

Second Prize, National Olympiad for Informatics (Provincial) 2020

Second Prize, CSP-S (Certified Software Professional - Senior) 2020

Certifications

GRE: 325 2024

IELTS: 8.0 2022, 2024