

Ashley Xu

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EDUCATION

Carnegie Mellon University (CMU) School of Computer Science

MS in Educational Technology and Applied Learning Science

Pittsburg, PA

Dec 2025

University of San Diego (USD) Shiley-Marcos School of Engineering

BS in Computer Science | Minor in Supply Chain Management

San Diego, CA

Sep 2020-May 2024

EXPERIENCE

Summer Research, University of San Diego | *Research Assistant*

June-August 2023

- Developed a user-centered research protocol to investigate the integration of AI tools into computer science lab experiences
- Conducted 17 hour-long interviews with instructors, lab assistants, and students to capture their experiences
- Cleaned and analyzed 17 hours of interview data through thematic analysis and affinity diagramming to identify prevalent themes
- Wrote a research paper to disseminate the findings
 - Xu (Accepted). Understanding Support Needs In Computer Science Labs. *ACM Technical Symposium on Computer Science Education*.
 - OUR Travel Grant, \$500, University of San Diego, Jan 2024
 - ACM Travel Grant, \$300, SIGCSE TS'24, Jan 2024
 - SIGCSE 2024 student volunteer
- Summer Internship Award, \$2000, University of San Diego, May 2023

Lavner Education, University of Washington, Seattle | *Technology Instructor*

June-August 2022

- Taught 10 week-long programming and robotics-themed classes to campers ages 6-15 leading to over 200 campers engaging with the topics
- Customized and provided curriculum for each camper to align with their skill set and to guarantee successful project completion
- Assisted with hardware and software configurations for total of 80 hours to help prepare learning materials for campers
- Provided personalized, one-on-one tutoring to campers to support their mastery of learning

MathWonder Research Project, University of San Diego | *Research Assistant*

April-November 2022

- Collaborated to develop a coding scheme to categorize the types of questions students ask within a classroom environment
- On a team of two, developed an hour-long lesson to engage students in inquiry-based learning and taught this lesson to 10 high school students
- Ran a booth with 3 hands-on mathematical exploration activities that had over 440 middle and high school student visitors within 4 hours

PROJECTS

AiOrch Capstone Project | *Team Leader*

Fall 2023-Spring 2024

- Led a cross-functional team of 5 through user research, ideation, prototyping, and testing to develop an AI orchestration tool that facilitates interactive learning between students, instructors, and lab assistants in undergraduate computer science labs
- Applied insights from 17 hours of stakeholder interviews conducted during summer research to refine the AI Orchestration tool's design, ensuring it met the specific needs of users in undergraduate computer science labs
- Collaborated with a team of 2 to develop a VSCode extension, enabling real-time terminal output processing and data display on a responsive web interface, enhancing error tracking and instructional feedback

Producia Project | *Team Member*

Fall 2023-Current

- On a team of three, conducted research to identify user needs, including competitor analysis and creating personas and storyboards
- Design and prototype a community-driven gardening and produce-sharing mobile app using Figma, with a focus on creating a platform for sharing fresh produce within neighborhoods

SKILLS

Programming Languages: Python, Java, R, C++, JavaScript, SQL, HTML, CSS

Skills: User Research, Rapid Prototyping, Task Analysis Interviews and Surveys, Affinity Diagramming, Survey Design, Design Systems, Interface Prototyping, User Testing, Task Analysis Interviews and Survey, Qualitative analysis, Front end development

LEADERSHIP EXPERIENCE

Industry Scholars Program | *Industry Scholar*

Fall 2023-Spring 2024

- Selected to participate in a highly selective Industry Scholars program, which provides professional skill development and leadership training for students in computer science and engineering

RELEVANT COURSEWORK

- User-Centered Design and Prototyping
- Evidence-Based Education Design
- E - Learning Design Principles and Methods
- Designing Human-Centered Software
- Data Science Foundations