



CONTACT

Email

hhwbx1314@gmail.com

Location

Sydney, Australia

GitHub

github.com/ChinaHarry23

Google Scholar

scholar.google.com/citations?user=PgAwSFwAAAAJ

CORE SKILLS

AI/ML

Machine Learning, Deep Learning, Reinforcement Learning, Computer Vision, LLM Applications

Engineering

Robotics, Embedded Systems, Haptic Systems, Full-stack AI Apps

Tools

PyTorch, TensorFlow, LangChain, ROS, Unity, Git, Linux, Docker, LM Studio, Ollama

LANGUAGES

Chinese Mandarin - Native
English - Fluent
TOEFL iBT 104, CEFR C1

Xinlong Bao

Master of Computer Science Student | AI & Robotics Engineer | LLM, Computer Vision and Reinforcement Learning

Master of Computer Science (Advanced) student at the University of Sydney with a Computer Engineering background and industry experience in AI robotics, LLM application development, computer vision and embedded systems. Experienced in building practical AI systems across robotics, industrial monitoring and AR haptics, with first-author IEEE publications.

EDUCATION

University of Sydney (USYD)

Sydney, Australia

Master of Computer Science (Advanced) | Expected graduation: November 2027

De La Salle University - Gokongwei College of Engineering

Manila, Philippines

Bachelor of Science in Computer Engineering | Graduated: April 2025

EXPERIENCE

Zhejiang Jubianyun Technology Co., Ltd.

Feb 2025 - Aug 2025

AI & Robotics Algorithm Engineer | Hangzhou, China

- Led reinforcement learning training and secondary development for Unitree Go2 EDU and Agibot X1 humanoid robots in nuclear power plant scenarios.
- Applied YOLO-based computer vision models for construction-site classification and monitoring; supported localized and cloud-deployed recognition systems.
- Built LLM-powered internal applications using LM Studio APIs and LangChain pipelines, including web chatbot workflows for internal use.
- Provided Chinese-English technical translation for EDF delegation visits, company presentations and closed-door technical meetings.

DLSU Institute of Biomedical Engineering and Health Technologies

May 2024 - Aug 2024

Software Engineering Intern | Manila, Philippines

- Prototyped Android, iOS and web applications for rehabilitation robotics projects.
- Contributed to UI/UX design, cross-functional software development and production-ready application delivery.

SELECTED PROJECTS

Wearable Haptic Glove for Apple Vision Pro

- Designed force and temperature feedback modules for immersive AR interaction; integrated Unity workflows, embedded control and haptic hardware.

LLM Application Development Platform

- Built local and cloud AI application pipelines using LangChain, retrieval workflows and conversational agents for enterprise-style use cases.

PUBLICATIONS

First Author - IEEE HNICEM 2023: "A Software Management System Solution for Digitalization and Automation in Construction Sector"

First Author - IEEE GEM 2025: "Design and Development of Haptic Gloves and Temperature Feedback Module for Apple Vision Pro"

TECHNICAL SUMMARY

Programming: Python, C/C++, Java, Swift, JavaScript **AI/ML:** ML, DL, RL, CV, LLMs

Frameworks: PyTorch, TensorFlow, LangChain, ROS, Unity **Hardware:** PCB design, embedded systems, robotics prototyping, haptic systems