

## EDUCATION

09/2014 - 07/2018 University of Electronic Science and Technology of China (UESTC)  
**B.S. in Computer Science and Technology**  
**Overall GPA 3.78 / 4.0, Ranking 18/303**

## STANDARD TESTS

[11/11/2017] **TOEFL** 106 [R 30 / L 29 / S 19 / W 28]  
[12/04/2016] **GRE** 327 [V 157 (75%) / Q 170 (97%) / AW 4.0 (59%)]

## RESEARCHES

- **McWiz: Message Combination for Powergraph, Assistant Researcher, 10/2017-Present**
  - Optimized Powergraph by implementing pull-message model in message combination algorithm
  - Performed experiments with several graph applications on modified Powergraph framework
  - Testified that the prototype of McWiz accelerates graph applications by up to 77%
- **SwiftIO: Light-weight Distributed System I/O Prediction via Metadata, Undergraduate Researcher, 12/2016-09/2017**
  - Carried out extensive experiments on Hadoop and Ceph to analyze I/O and metadata workloads.
  - Proved the linear relationship between metadata activities and I/O volume of distributed applications.
  - Proposed SwiftIO: A novel approach to predict I/O behavior of distributed applications by monitoring metadata activities in a lightweight manner, achieving near-zero overhead and high throughput enabling it to mine 6+ days of data per second.
- **FlexBM: Flexible Dual-Scheme Block Management for Distributed Storage Systems, Assistant Researcher, 03/2016-06/2016**
  - Performed experiments to evaluate the performance of the FlexBM block management mechanism.
  - Certified that the adaptive block management policies of FlexBM accelerate task execution significantly while introduce only a modest overhead to spatial complexity.
- **BOLAS+: Scalable Lightweight Locality-aware Scheduling for Hadoop, Presenter, 08/2016**
  - Presented the research project at the 14<sup>th</sup> IEEE International Symposium on Parallel and Distributed Processing with Applications (ISPA) conference.
- **Optical Text Recognition Based on Mobile Phone Camera, Research Leader, 04/2016 – 11/2016**
  - Performed supervised model training via offline handwritten Chinese character database.
  - Developed a prototype algorithm for character recognition based on SVM and implemented it as an Android application, achieving a recognition rate of 90+%.

## PUBLICATIONS

- **Predicting I/O Behavior via Metadata Access in Distributed Systems**  
(First Author)  
Submitted to 32nd ACM International Conference on Supercomputing (ICS 2018)
- **MCWiz: Combining Messages for PowerGraph**  
(Third Author)  
Submitted to 32nd ACM International Conference on Supercomputing (ICS 2018)
- **Dual-Scheme Block Management to Trade off Storage Overhead, Performance and Reliability**  
(Fourth Author)  
Submitted to 18th IEEE International Symposium on Cluster Computing and the Grid (CCGrid)

## **PROFESSIONAL EXPERIENCES**

- ***Remote Software Development in Woohelps team, Part-time Developer, 10/2017-Present***
  - Development as well as maintenance of the backend service of the Overseas New Life project in Python.
  - Currently in charge of the design of a WeChat robot providing auxiliary services for online merchants.
- ***Remote Internship as a software developer at Brithon Inc., Intern Developer, 06/2015 – 12/2015***
  - Full-Stack WordPress plugin development.
  - Developed CRM module for Birchpress project based on WordPress framework in PHP and ReactJS.
- ***Web Penetration Test at Cohesion Network Security Studio(CNSS), Group Member, 10/2014-Present***
  - Researches and practices on web penetration test and participated in CTF competitions
  - Participated in the National College Internet Security Management and Maintenance Challenge and won first prize of southwestern China.
  - Developed an automated penetration tool for security authorities that needs to retrieve data of victims from phishing sites.
- ***Comprehensive Curriculum Design, Independent Developer, 06/2016 – 07/2016***
  - Full-Stack development of a prototype hotel room management system.
  - Developed a full-featured, robust room management system in mainly C# and Vue.JS within two weeks.
  - Implemented the MVVM design model as well as a simple ORM framework in .NET Core.
- ***C++ Curriculum Project, Independent Developer, 05/2015 – 06/2015***
  - Graphical game development with pure C++ language
  - Successfully developed the Airplane War game with C++ and SFML graphics library, accomplishing decent robustness as well as extended features above the project requirements, such as background music, boss enemies and life point boosters.

## **HONORS**

- ***Second-Class People's Scholarship, College of Computer Science and Engineering, 2017***
- ***First Prize in Southwestern China, National College Internet Security Management and Maintenance Challenge, China Higher Education Informatization Academy, 2016***
- ***Special Prize, National English Competition for College Students, College English Teaching & Research Association of China, 2016***
- ***Third Prize in Sichuan Province, Software Design Competition of Imagine Cup, Microsoft, 2016***
- ***Motorola Scholarship, College of Computer Science and Engineering of UESTC, 2016***

## **EXTRACURRICULAR ACTIVITIES**

- ***Volunteer of China College Students' Entrepreneurship Competition, 2016***

## **PROFESSIONAL SKILLS**

- **Programming Language:** C, C++, Python, Java, C#.NET, JavaScript, PHP
- **Development Framework:** ReactJS, Vue.js, Microsoft .NET, Python Flask
- **Operating System & Distributed Platform:** Windows, Linux, macOS, Apache Hadoop, Ceph