

Jingbo LANG

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EDUCATION

University of Southern California

Master in Computer Science

Sept 2017-Present

- Core Courses: Analysis of Algorithms, Web Technologies

The University of Nottingham Ningbo China

BSc (Hons) Computer Science

Sept 2013-Jul 2017

- GPA: 3.8/4.0, First Class
- Award: Provost's Scholarship in 2016, Dean's Scholarship in 2015, Head's Scholarship in 2014
- Exchanged to UK campus during the third year as top 3 students in the major selected to the program

SKILLS

Programming: Java, Python, JavaScript, PHP, HTML, CSS, C/C++, Shell

Web Framework: Node.js, Angular 4, Bootstrap, Django

Database & Platforms: MySQL, MongoDB, SQLite, Linux, UNIX, Google Cloud Platform

Game Engine: libGDX, Unity3D

PROFESSIONAL EXPERIENCES

Backend Developer (PHP, MySQL)

NOME Platform

Sept 2015- Jul 2016

- Participated in the early backend development of the student service web and in change of developing the news publishing system that more than one thousand students had registered.
- Developed a web crawler in PHP independently which can get the balance of water and electricity of student residence.
- Designed and implemented an early warning system that can alert students by email when their balance is below a preset value.

Research Intern (Shell, MongoDB, Node.js)

Big Data and Visual Analytics Lab

Jun 2015-Jul 2015

- Responsible for configuring Hadoop server by learning and applying the knowledge of distributed computing.
- Applied Node.js to build a website with the functionality of file transferring and data analysis, which allowed users in the same network to submit tasks to Hadoop server and retrieve results.
- Contributed continuous efforts to the implementation of the whole application and regular meeting report and enhanced independent problem solving, clear plan making and effective time management skills.

PROJECT EXPERIENCES

Stock Searching Website (HTML, CSS, JavaScript, Node.js, Angular 4, Google Cloud Platform)

Coursework (<https://csci571-183501.appspot.com/>)

Sept 2017-Dec 2017

- Developed a stock searching website which can retrieve real-time stock information by typing key words.
- Applied Node.js to retrieve and parse the stock information. Express.js was used to develop the restful API.
- Developed frontend with Angular 4 and visualize stock data retrieved from backend. Bootstrap was used to make the website responsive.
- Published the website on Google Cloud Platform with GCP Cloud SDK.

Data Visualization with Virtual Reality (C#, Python, Unity3D, VR)

Individual contributor of Final Year Project (UNNC & NVIDIA joint-lab on mixed reality)

Sept 2016-Jul 2017

- Developed a data visualization system with Oculus DK2 and LeapMotion Controller to accomplish the natural interaction with users.
- Used Unity3D to visualize data (200,000 tweets) and react to users' gesture in the virtual 3D space.
- Developed a web application on remote server that automatically retrieved real-time tweets and stored in database and synchronized with local database.

Sheep Herding Game (Java, libGDX)

Core Team Programmer, UoN Full Year Group Project

Sept 2015-May 2016

- Produced an Android application that applied a specific herding algorithm and implemented it into a game.
- Lead team to build the application's framework, and contributed 80% (4,500+ lines) codes of the whole project.
- Configured the remote server individually, which application content could be easily updated by replacing resources on server.
- Made great efforts to the group project which achieved a high grade.