

Yuxuan Zhou

hizyx97@gmail.com

315-416-4615

4-294, 111 College Pl., Syracuse, NY 13210

EDUCATION

Syracuse University - The College of Engineering and Computer Science

Syracuse, NY

Ph.D. in Computer and Information Science and Engineering (CISE)

Aug. 2021 – Present

Master of Science in Computer Science

Aug. 2019 – Dec. 2020

GPA 3.92

Coursework: Advanced Computer Architecture, Design & Analyze of Algorithms, Principles of Operating Systems, Intelligent & Secure Cyber-Phys, Biometrics, Machine Learning for Security, Deep Learning: Theorem Proving, Principles of Social Media and Data Mining, Structured programming & formal methods, Intro. Courses (Artificial Intelligence, Cryptography, System-on-Chip Design), Blockchain & Cryptocurrencies

Hubei University - School of Computer Science and Information Engineering

Wuhan, China

Bachelor of Software Engineering

Sept. 2015 - Jun. 2019

Coursework: Computer Programming (C++, C#, Java, J2EE), Operating System, Data Structures, Computer Network, Software Project Management, Design and Analysis of Algorithm, Database Practical Technology, Information Security, Computer Graphic, Computer Architecture, LINUX System and Analysis, Software Testing

University of Minnesota

Minneapolis, MN

Summer General Education Program

Summer 2018

EXPERIENCE

Syracuse University

Syracuse, NY

Research Assistant

Fall 2020 - Present

- Explored Ethereum mem-pool protocols and implemented patches to vulnerabilities that lead to low-cost DoS attack
- Analyzed smart contracts vulnerabilities and tracked blockchain attacks that exploited smart contracts design flaws
- Uncovered extractable value on Blockchain from secret keys management aspect

Wuhan CyberObject Co., LTD

Wuhan, China

Software Engineer Intern

Summer 2017, Fall 2018

- Optimized and tested replay function of a mobile application of a home smart camera
- Completed marketing research and system development of an online ordering system, constructed front-back end communication module and data server
- Collaborated with other engineers to develop a B2C platform for rapid development and deployment, using a distributed architecture

PROJECT

- Improved deep-learning based fingerprint recognition system with Generative Adversarial Networks **Dec. 2021**
- Developed the online multiplayer or vs-RNN-AI Gomoku games on Python and JavaScript **Fall 2020**
- Applied Logistic Regression and LSTM models to predict and analyze the attitude of the public in different states in the US on COVID-19 on Tweet **Spring 2020**
- Developed inventory monitoring and email alert software in Python, automatic order placement browser plugin in JavaScript for online shopping platform (taobao.com and jd.com) **Dec. 2019**
- Completed Online ordering system back-end design using Spring Boot, RESTful API, Nginx, Redis and SQL **April 2019**

AWARDS AND CERTIFICATIONS

- DSN 2022 Student Travel Award, June 2022
- Qualification Certificate of Computer and Software Technology Proficiency: Intermediate software designer, May 2018
- First prize of Blue Bridge Cup software development competition (Java Group), March 2018
- Merit Student of College, 2016, 2017, 2019
- Scientific Innovation Award of College, 2018

SKILLS

- Python, Java, Go, C, C++, C#, JavaScript, SQL