Hanfei Lin

SOFTWARE ENGINEER · INTERNSHIP

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Education

UIUC(University of Illinois at Urbana-Champaign) *Illinois, U.S.*
MASTER OF COMPUTER SCIENCE *Aug. 2017 - Exp. Dec. 2018*

ECNU(East China Normal University) *Shanghai, China*
B.ENG. IN SOFTWARE ENGINEERING *Sep. 2012 - Jul.2016*

- GPA: 3.6/4.0 | National Scholarship(top 1%) | Shanghai Outstanding Graduate

Work & Internship Experience

Intelligent Big Data Visualisation Lab(iDVx), Tong Ji University *Research Assistant*
D3.JS, PYTHON, FLASK, GIT *Sep. 2016 - Jun. 2017*

- Implemented a system provides Visual Analytics for Event Risk Prediction.
- Provided interface for labeling events in multivariate time-series data, and heat-map based on visualization for displaying context-aware survival regression results.
- Responsible for the system construction and visualization design. Co-worked with 2 teammates.

Visualization Lab, New York University(Shanghai campus) *Research Assistant*
D3.JS, PYTHON, FLASK, GIT *Jan. 2016 - Sep. 2016*

- Developed a new visual analytics system RCLens to support user-guided rare category exploration. Integrated the core LOFRCD algorithm with friendly user interface.
- Responsible for the system construction and visualization design. Published an article on IEEE TVCG as first author.

ALM Group, Dept. of Software, Hewlett Packard Enterprise *Software Engineer Intern*
JAVASCRIPT, HTML, CSS, GIT *Jul.2015 - Jan.2016*

- Developed the frontend of HP core product ALM Octane (a Software Development Life Cycle Management System), and ALM QoT (an SDLC management system on the mobile end).

Project Experience

Visualization Analysis and Optimization based on Storyline *Graduation Capstone Project*
JAVASCRIPT, PYTHON *Sep.2015 - May.2016*

- Proposed and implemented a new Cross-Slicing layout Model for storyline, exceeded traditional treatment in time complexity reduction.
- Received Best Undergraduate Thesis Award in ECNU.

Child-oriented 3D Interactive Psychological Sand Table System *Design Specialist*
UNITY, C# SCRIPT, MYSQL *Mar. 2014 - Mar. 2015*

- Simulated real functions of sand table. Provided environment switch, screen record and consultant feedback.
- Developed the 3D interface based on Unity Engine, a database in MySQL, and user interface based on C#.
- Rewarded by National Students' Platform for Innovation and Entrepreneurship Training Program ($2000).

Publications

1.**H. Lin**, S. Gao, D. Gotz, F. Du, J. He and N. Cao, "RCLens: Interactive Rare Category Exploration and Identification," in IEEE Transactions on Visualization and Computer Graphics, vol. PP, no. 99, pp. 1-1. [link]

2.**H. Lin**, X. Chen, Y. Liang, X. Ju. "Design and Application of a Process-Visible Compiler" in Software Engineering & applications, 2015, 04. [link]