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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]

SEPTEMBER 12, 2017 HANFEI LIN · RÉSUMÉ