Bicheng Luo

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Education

- **The Institute of Computer Graphics & Computer-Aided Design, Tsinghua University, Beijing, China**
  Master of Software Engineering, expected July 2017.
- **Nanjing University, Nanjing, China**
  Bachelor of Software Engineering, graduated July 2014.

Skills

- Familiar with C++/Objective-C, know Java/Javascript.
- Experience in iOS development and font-end web development. Basic experience of OpenCV/OpenGL/WebGL.
- Comfortable working on Linux/Mac, familiar with computer vision and computer graphics.
- Professional working proficiency in English, scored 90+ in TOEFL.
- Three years of experience with Git, worked with others on GitHub/Bitbucket.

Work Experience

- **Leezee Co., Ltd., Beijing, China   Co-founder/Program Designer/Developer   October 2014 - February 2016**
  Description: Developing an iOS application utilizing face detection to create interactional short videos: Parocam
  Responsibilities: **a.** Designed and implemented a complete iOS application using UIKit/Foundation; **b.** Integrated face detection into the app with the assistance of GPUImage; **c.** Wrote GLSL shaders for the purpose of video processing using GPU; **d.** Utilized MBaaS frameworks such as Parse to implement social network services. **e.** Built storage solution for short videos on Amazon S3.
- **Morgan Stanley, Inc., Shanghai, China   Software Development Intern   July - September 2013**
  Description: Developing questionnaire platform using Adobe Flex and Spring Security
  Responsibilities: **a.** Implemented a questionnaires administration platform based on Java EE; **b.** Designed the functionality of visualizing the flow chart of questionnaires presented by Adobe Flex; **c.** Built authority and security mechanisms for the questionnaire platform with Spring Security.
- **Data & Knowledge Engineering Group, Queensland University, Brisbane, Australia   Research Intern Intern   October 2012 - February 2013**
  Description: Building a real-time image similarity search system on mobile platform Imagilar
  Responsibilities: **a.** Made surveys about image features detection and descriptor representation such as SIFT, FAST and SURF; **b.** Designed the algorithm for real-time searching and indexing on mobile platform; **c.** Implemented an iOS application supporting real-time image similarity search; **d.** Completed and published a paper to Web Information Systems Engineering 2013.

Projects

- **WebGLBrush   Developer   January - June 2014**
  Description: This is my final project for my bachelor's graduation. It's a pure front end project based on SculptGL. Inspired by ZBrush, a commercial software which do 3D modeling jobs with digital sculpting solution, I implemented a web-based 3D sculpting modeling system.
  Responsibilities: **a.** Read the source code of SculptGL and understood its hierarchical structure; **b.** Designed the subdivision and sculpting algorithms based on WebGL; **c.** Designed and implemented the user interface using HTML/CSS.
- **PlanarSight   Team Leader/Developer   March - June 2015**
  Description: PlanarSight is a course project for Computational Geometry (CS 7024-0183) in Tsinghua University. The project is a small game made by some advanced algorithms like constrained Delaunay triangulation and visibility polygon construction.
  Responsibilities: **a.** Made surveys about planar visibility polygon generation algorithms; **b.** Led the team and held discussions for the accomplishment of the course project; **c.** Implemented the triangulation part of visibility polygon generation algorithm; **d.** Presented the final demonstration.
- **PocketNJU   Developer   February - June 2014**
  Description: PocketNJU is the first iOS app that I completed and submitted to AppStore. This project was made in my last year of my undergraduate education. The app is a handy tool for life in campus and it will help you a lot when you're studying in Nanjing University.
  Responsibilities: **a.** Discussed detailed requirements and specification with product managers as well as back-end API developers; **b.** Designed and implemented the iOS application using UIKit/Foundation; **c.** Submitted to the AppStore and maintained the whole progress of the application.

Personal Open Source Projects

- **ImageProcessing**, A basic image processing tool using OpenCV and MFC
- **bichengluo.me**, My personal projects portfolio built from scratch.
- **BukaCracker**, BukaCracker, a Java EE web app which provides functionality of reading mangas online.

Awards & Publications

- The First Prize Scholarship from Glodon Co., Ltd., at Tsinghua University, 2015
- The Excellent Undergraduate of Nanjing University, 2014
- Imagilar: A Real-Time Image Similarity Search System on Mobile Platform, Web Information Systems Engineering (WISE2013)
- The First-class of People's Scholarship at Nanjing University, 2013
- Full scholarship of the Outstanding Undergraduate International Exchange Program from China Scholarship Council, 2012
- The Third Prize of Innovation Cup held by Software Institute, Nanjing University, 2011.