

Bicheng Luo

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Education

- **Tsinghua University, Beijing, China, September 2014 - Present**
Master of Software Engineering, Major GPA: 4.0/4.0, Rank: 2/156
- **Nanjing University, Nanjing, China, September 2010 - July 2014**
Bachelor of Software Engineering, Major GPA: 4.3/5.0, Rank: 28/214

Skills

- Familiar with C++/Objective-C, know Java/Javascript.
- Experience in iOS development with UIKit/Foundation/CocoaPod, 2 apps on AppStore.
- Familiar with computer vision and computer graphics, built projects with OpenCV/OpenGL/WebGL.
- Comfortable working on Linux/Mac.
- Professional working proficiency in English.
- 3 years of experience with Git/SVN, worked with others on GitHub/Bitbucket.

Work Experience

- **Leezee Co., Ltd., Beijing, China Co-founder/Program Designer/Developer October 2014 - February 2016**
Description: Acted as CTO and led the team to develop 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 and network modules using AFNetworking.
- **Morgan Stanley Inc., Shanghai, China Software Development Intern July - September 2013**
Description: Developed 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, University of Queensland, Brisbane, Australia Research Intern Intern October 2012 - February 2013**
Description: Published a paper concerning 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 on Web Information Systems Engineering (WISE2013).

Projects

- **WebGLBrush Developer January - June 2014**
Description: [WebGLBrush](#) 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 pure 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 advanced algorithms such as constrained Delaunay triangulation and visibility polygon construction.
Responsibilities: **a.** Made surveys about planar visibility polygon generation algorithms; **b.** Built the development platform using MFC and OpenGL; **c.** Led the team and held discussions for the accomplishment of the course project; **d.** Implemented constrained Delaunay triangulation as part of visibility polygon generation algorithm; **e.** Presented the final demonstration.
- **PocketNJU Developer February - June 2014**
Description: [PocketNJU](#) is the first iOS app that I completed and submitted to AppStore. This app is a handy tool for life in campus and it will help students when studying in Nanjing University.
Responsibilities: **a.** Designed and implemented the iOS application using UIKit/Foundation; **b.** Completed network modules with ASIHttpRequest libraries **c.** Decoded response in JSON from server side and rendered the content in UITableView/UICollectionView.

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

- [Imagilar](#): A Real-Time Image Similarity Search System on Mobile Platform, Web Information Systems Engineering (WISE2013)
- The First Prize Scholarship from Glodon Co., Ltd., at Tsinghua University, 2015
- The Excellent Undergraduate of Nanjing University, 2014
- 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.