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# 郑昊旻

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## Profile

Studying at **McGill University** for **Master of Science** in **Computer Science**, I am an enthusiastic developer with rich working experience. Before coming to Canada, I had been **employed by UCWeb Inc.** in Guangzhou, China, for **3 years as software engineer**, programming iOS web browser. Equipped with both theoretical computer science knowledge and practical implementation skill, I am a quick learner for new technologies, and can also easily adapt into new environment.

## Employment History

### **UCWeb Inc., Guangzhou, China — Feb 2011- May 2014**

Software Engineer on iPhone platform.

Best new employee award in the first year.

Promoted three times within the first two years.

Working as a core team member to implement various features for the flagship product of UCWeb Inc., UC Browser on iPhone platform, I also occasionally provide assistant for the iPad team. Also done research on the feasibility of some experimental ideas for new features, and have led a small team of 3-4 to tackle a complex task.

## Education

### **McGill University, Montreal, Canada — Master of Science, Computer Science, 2014-present**

Taking courses such as Algorithmic Game Theory, Applied Machine Learning, Modern Computer Games, Computer Graphics, Computer Vision and Computational Perception. Teaching assistant for courses Software Language Engineering, Algorithms and Data Structure.

Have done machine learning research project such as [predicting bike lane usage](#) in Montreal.

Currently working on research project Depth from Occlusions in 3D Clustered Scene, which involves measuring subjects' depth perception using Oculus Rift.

Awarded Graduate Excellence Fellowship for the 2015-16 academic year.

Expected to graduate in May, 2016.

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**电子科技大学 University of Electronic Science and Technology of China,  
Chengdu, China — Bachelor of Engineer, Computer Science, 2007-2011**

Outstanding new student award upon entry, scholarship for the following two years.

2009 ACM International Collegiate Programming Contest - Third award within Chinese competitions.

2010 National English Contest for College Students - First award

**Other Experience & Achievements**

**Applied for Patent:**

**Method and device for synchronizing display modes between browser and webpage (Publication No. 103258038A)**

Describes a method using JavaScript and CSS in conjunction to maintain a unified and comfortable reading experience in a mobile browser through different lighting conditions.

**Entered semi-final of 2015 McGill Dobson Cup Start-UP Competition**

Teamed up with Jeffrey Scott, Clara Brissy and Danlan Chen with a start-up plan "FoodieForMe", responsible for developing iOS client app.

**Skills**

Language: Chinese - mother tongue; English - fluent (TOEFL 103, GRE 320)

Proficient in **C / Objective-C / C++ programming** on iOS platform with 3 years of developing experience on commercial product, mainly focusing on UI elements, user interactions, data structure and animations.

Thorough understanding of modern **computer networking system**, can flexibly utilize HTTP protocol, TCP/IP protocol etc. Understanding of modern mobile browser cores, especially Webkit, e.g. render process, cache policy, etc.

Experienced in implementing various **machine learning** algorithms (SVM, Decision Tree, Neural Networks, Deep Learning etc.) for real world problems, Past projects include MNIST+ digits recognition, Montreal bike lane usage prediction etc.

Familiar with **Unity 3D game** design, developed 3D testing environment compatible with **Oculus Rift** head mounted display.

Experienced in **Agile development** cycles, can lead a small group, divide and arrange tasks, analyze potential risks and devise solutions to counter them.

**Fast learner** for new programming language and new technology. (e.g. learned LaTeX in one week to write project report, learnt Python in two weeks to build complex machine learning algorithm)

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