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Profile

Studying at **McGill University** for **Master of Science** in **Computer Science**, I am an avid gamer with rich software developing experience, my research area is human **3D depth perception**. Before coming to Canada, I had been **employed by UCWeb Inc.** in Guangzhou, China, for **3 years as software engineer**, programming iOS web browser. I am also a quick learner for new technologies, and can easily adapt into new environments.

Employment History

UCWeb Inc., Guangzhou, China — iOS Software Engineer, Feb 2011- May 2014

Worked as a core team member to implement various features for **UC Browser** on iPhone and iPad platform (**top 1** in App Store Utility category multiple times), which is the flagship product of UCWeb Inc., now a subsidiary of Alibaba Group. Mainly programmed in Objective C/C++. Also done study on the feasibility of experimental new features, and have **led a small team** of 3-4 to tackle a complex task.

Best new employee award in the first year.

Promoted three times within the first two years.

Education

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

Courses: Algorithmic Game Theory, Applied Machine Learning, Modern Computer Games, Computer Graphics, Computer Vision, Computational Perception. With a **CGPA** of **3.90**.

Teaching assistant for courses Software Language Engineering, Algorithms and Data Structure, Database System.

Machine learning research project such as predicting bike lane usage in Montreal.

Currently working on research project Depth perception in 3D clutter, which involves measuring human subjects' depth perception using **Oculus Rift** and **Unity3D**.

Awarded **Graduate Excellence Fellowship** ($8000) for the 2015-16 academic year, expected to graduate in **May 2016**.

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

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.

Currently participating 2016 Ubisoft Game Lab Competition
Teamed up with 7 team members from McGill and UdeM, to develop a game prototype with the theme of Ocean and systematic game design using Unity3D, primarily responsible for environment / underwater effects and AI implementation.

Skills

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, experienced in various design patterns.

Years of practical experiences with version control tools like **svn** and **git**/**GitHub**.

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. learnt **Python** in two weeks to build complex machine learning algorithm, learnt **C#** in days to build game demos in Unity 3D)