

Xin Tong

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Education

University of Illinois Urbana-Champaign (UIUC)

M.S. COMPUTER SCIENCE

Champaign, IL, United States

Expected May 21

New York University Abu Dhabi (NYUAD)

B.S. COMPUTER SCIENCE MAGNA CUM LAUDE

Abu Dhabi, UAE

Aug. 15 - May 19

- Official GPA: 3.977 / 4.0
- Studied away at the New York campus in Spring and Fall, 2017

Areas of Interest

Computer Systems and Networking, Software Design and Engineering

Skills

Programming Languages **proficient** Java, Python, JavaScript **familiar** C/C++, Golang

Web Development React, HTML5, CSS3, GLSL/WebGL, Node.js

Dev Tools Linux, Bash, Git, Vim, LaTeX

Research Experience

Undergraduate Capstone Research, NYUAD (Prof. Jay Chen)

Abu Dhabi, UAE

RESEARCHER

Sep. 18 - May 19

- Designed and partially implemented a blockchain-based distributed storage system with a Proof of Replication storage verification scheme and P2P networking capacity
- Implementation language: Golang

Secure Systems Lab, NYU Tandon (Prof. Albert Rafetseder, Justin Cappos)

New York, US

SUMMER RESEARCH INTERN

Jun. - Aug. 17

- Developed a Distributed Hash Table (DHT)-based information advertise and lookup library for *Seattle Testbed*, a cloud computing platform for networking and distributed systems research
- Implementation language: Python tools: Git, SSH, Wireshark

Work Experience

WeChat, Tencent (Mini Program Team)

Guangzhou, China

SOFTWARE ENGINEERING INTERN

Jun. - Aug. 18

- Developed real-time, multiplayer game prototypes using the *Mini Game* framework (language: JavaScript; HTML5 game engine: Layabox)
- Expanded the *Mini Program/Game* library by adding APIs to support the latest networking, file storage and multimedia features, such as VoIP chat within mini games
- Solved issues raised by developers on the *Mini Program* community forum

BiggerLab, Pre-College Computer Science Education Startup

Shanghai, China

TEACHING ASSISTANT, SUMMER INTERN

Jun. - Aug. 16

- Served as teaching assistant for lessons on *Arduino*, the *Processing* Java graphical library, and iOS development (15-20 high school students per class, 2 classes)
- Wrote Chinese tutorials on programming with Arduino and Processing
- Organized and led coding workshops in collaboration with popular hackerspaces in Shanghai such as *Xinchejian*

Open Source Projects

2018 Operating Systems class projects [\[code\]](#)

2018 Chordinate, a React Native app for practicing chord progressions [\[code\]](#)

2017-18 Web Development for *the Gazelle*, student publication website at NYUAD [\[contributions\]](#)

2017 Advertise DHT, distributed advertise methods for *Seattle RepV2* library [\[code\]](#) [\[poster\]](#)

2017 Acamaniac, an academic schedule planner for NYUAD students [\[code\]](#) [\[demo\]](#)

2017 *Dynamic Web Applications* class projects [\[code\]](#)

2016 Audio Wave, a Web Audio visualizer [\[code\]](#) [\[demo\]](#)