

Education

- **BEng, Computer Science, Tsinghua University** Beijing, China
GPA: 3.5 (50%) 2014 - 2017, 2018 - 2019(*expected*)
- **Computer Science, The Chinese University of Hong Kong** Hong Kong
Exchange 2017.1 - 2017.5

Research Interests

1. Network Economics, Machine Learning

Internships

1. 2017.09-2017.11 NEOL Lab, Singapore University of Technology and Design.
Research internship Advised by *Prof. Lingjie Duan*.
Topic: Economics of Cooperation between the Network Operator and the Service Providers
2. 2017.06-2017.08 CMCL Lab, Carnegie Mellon University.
Research intership Advised by *Prof. Srinivasan Seshan*.
Topic: VDX: An Auction Platform for the Third-party Video Content Delivery.

Undergraduate Research

1. 2018.01-2018.03 NLP Lab, Tsinghua University.
Undergraduate Research Advised by *Prof. Minlie Huang*.
Topic: Using Hierarchical Reinforcement Learning in Text Simplification
2. 2017.06-2018.01 Netman Lab, Tsinghua University.
Undergraduate Research Advised by *Prof. Dan Pei*.
Topic: Using Reinforcement Learning in TCP Initial Window Selection.
3. 2017.01-2017.05 NCEL Lab, The Chinese University of Hong Kong.
Undergraduate Research Advised by *Prof. Jianwei Huang*.
Topic: Spot-and-futures Hybrid Market Mechanism Design in the Edge Caching Network.
4. 2016.01-2017.01 Networks and Multimedia Lab, Tsinghua University.
Undergraduate Research Advised by *Prof. Lifeng Sun*.
Topic: Auction and Pricing Mechanism Design in the Edge Caching Network.

Publications

- C1 **Q. Ding**, H. Pang, L. Sun. Location Dependent Pricing in Edge Caching Market with Non-uniform Popularity. *IEEE ICC 2018, Kansas City, the US*.
- C2 H. Pang, Z. Wang, C. Yan, **Q. Ding**, L. Sun. First Mile in Crowdsourced Live Streaming: A Content Harvest Network Approach. *ACM Multimedia 2017, Thematic Workshop, Mountain View, the USA*.
- C3 H. Pang, L. Gao, **Q. Ding**, L. Sun. When Edge Caching Meets Data Sponsoring: A Game Theoretic Analysis. *IEEE Globecom 2017, Singapore*.
- C4 **Q. Ding**, H. Pang, L. Sun. SAM: Cache Space Allocation in Collaborative Edge-caching Network. *IEEE ICC 2017, Paris, France*.
- J1 (*In Submission*) H. Pang, Z. Wang, C. Yan, **Q. Ding**, J. Liu, L. Sun. Content Harvest Network: Optimizing First Mile for Crowdsourced Live Streaming, Transactions on Circuits and Systems for Video Technology (TCSVT).
- J2 H. Guo, Y. Yu, **Q. Ding**, M. Skitmore. An experimental study of real-time identification of construction workers' unsafe behaviors. *Automation in Construction*.
- J3 H. Guo, Y. Yu, **Q. Ding**, M. Skitmore. An image-skeleton-based parameterized approach to real-time Engineering and Management. *Journal of Construction Engineering and Management*.

Skills

1. *Maths Knowledge*: Convex Optimization, Algorithmic Game Theory, Reinforcement Learning.
2. *Programming Skills*: C, C++, Java, Python.
3. *English Proficiency*: Toefl: 106 GRE: 320+3.0

Awards

1. Silver, Social Practice Award 2016.
2. Hengda Scholarship 2016-2017.
3. National Endeavorship 2016-2017.

Social Activities

1. Volunteering teaching at Heibei rural high school for one week, 2015 summer.
2. Organizing summer camp in Hengyang special school for the special kids, 2015 summer.
3. Attending the Entrepreneurship camp in Kunshan, 2015 summer.