Qinghua Ding

devonqh.github.io

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Education

- **Tsinghua University** — Beijing, China
  BSc, Computer Science and Technology — *2014 - 2017, 2018 - 2019(expected)*
- **The Chinese University of Hong Kong** — Hong Kong
  Exchange, Computer Science and Engineering — *2017.1 - 2017.5*

Research Interests

1. Computational Learning Theory
2. Applied Game Theory and Mechanism Design

Research and Internships

1. 2017.06-2017.08 CMCL Lab, Carnegie Mellon University.
   Adivised by *Prof. Srinivasan Seshan.*

2. 2017.01-2017.05 NCEL Lab, The Chinese University of Hong Kong.
   Advised by *Prof. Jianwei Huang.*

3. 2016.01-2017.05 TNList Lab, Tsinghua University.
   Advised by *Prof. Lifeng Sun.*

Publications

C1 **Q. Ding**, H. Pang, L. Sun. SAM: Cache Space Allocation in Collaborative Edge-caching Network. *IEEE ICC 2017, Paris, France.*

C2 **Q. Ding**, H. Pang, L. Sun. Location Dependent Pricing in Edge Caching Market with Non-uniform Popularity. *IEEE ICC 2018, Kansas City, the US.*

C3 H. Pang, L. Gao, **Q. Ding**, L. Sun. When Edge Caching Meets Data Sponsoring: A Game Theoretic Analysis. *IEEE Globecom 2017, Singapore.*

C4 H. Pang, Z. Wang, C. Yan, **Q. Ding**, L. Sun. First Mile in Crowdsourced Live Streaming: A Content Harvest Network Approach. *ACM Multimedia 2017, Themantic Workshop, Mountain View, the USA.*

R1 **Q. Ding**, H. Yu, L. Gao, J. Huang, L. Sun. Futures-and-Spot Hybrid Mechanism for Edge Caching Service Provisioning. *Technical Report*, the Chinese University of Hong Kong, 2017.

R2 **Q. Ding**, L. Duan. Unleashing the Power of App-directed Data Plans. *Technical Report*, the Singapore University of Technology and Design, 2017.

J1 H. Guo, Y. Yu, **Q. Ding**, M. Skitmore. An experimental study of real-time identification of construction workers' unsafe behaviors. *Automation in Construction*.

J2 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 Skills*: Game Theory, Algorithmic Mechanism Design, Reinforced Learning, Computational Learning Theory.

2. *Programming Skills*: C, C++, Java, Python.

3. *English Proficiency*: Toefl: 106/120 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 Enterpreneurship camp in Kunshan, 2015 summer.