Dou Feng

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Huazhong University of Science and Technology	2020.9-2023.6
Master of Computer System Architecture in Computer Science and Technology	Wuhan, Hubei
GPA: 3.5/4.0	
Research Interests: Distributed System, 5G, Edge Computing, Video Stream Privacy	
Huazhong University of Science and Technology	2016.9-2020.6
Bachelor of Computer Science and Technology in Computer Science and Technology	Wuhan, Hubei
GPA: 3.8/4.0	
Relevant coursework: Principle of Computer Composition, Computer Operating System,	
Data Structures, Computer Network, Design & Analysis of Algorithms	

Data Structures, Computer Network, Design & Analysis of Algorithms	
EXPERIENCE	
Distributed System 6.824 Project	2022.3-2022.7
Developed MapReduce, Raft and a kv storage system taking advantages of the goruntines and GC of	Wuhan, Hubei
Go.	
First Place of Qualcomm AI Application Development Competition-Emotion Detection Track	2021.3-2021.8
Implemented a "tiktok" like short video application, and design a recommendation algorithm based	Chengdu, Sichuan
on the emotion detection technics. We smoothly combine the emotion detection and video	
recommendation to provide a better experience of the individualized recommended service.	
The best Skill Award in Unique hackday, Unique Studio	2021.6-2021.6
Use Qt to provide users a training UI where they can tune the hyperparameters of the training process	Wuhan, Hubei
developed in a 24 hours extreme programming competition. And then our system will automatically	
train the DNN model. Users can visually watch their training performance over a group of the	
hyperparameters through the number of planes their AI driven by the model had crashed.	
Computer System Architecture Course Project: PA	2020.2-2020.3
Implemented x86 instructions using C and build a simple file system. Finally, we can run a	Wuhan, Hubei
traditionally Chinese video game "The Legend of Sword and Fairy" on the n86 (a subset of x86)	
simulator.	
Software Engineer, EMUI, Huawei	2019.3-2019.5
Designed and implemented a startup UI of "Using your phone healthily". When users first click into this	Wuhan, Hubei
feature, they will get a straightforward "healthy score" of their using phone behavior which would	
encourage people to open this module to optimize their phone-using habits.	

PAPERS

Analytics	In Submission
Designed a SQL-like language to provide an interface for users to describe their privacy needs on	
video streams. XStream would automatically generate efficient DAG scheme for privacy protection	
and output the privacy-preserving video streams.	
DynaQ: Learning for Adaptive Video Stream Analytics with Dynamic Quality of Experience	Co-Author
We design a system in the edge to handle users' inference tasks. The system profiles network	In Submission
condition (latency, bandwidth) to choose an optimal DNN model to improve QoE.	

First Author

Xstream: A Flexible, Adaptive Video Transformer for Privacy-Preserving Video Stream

HONORS/AWARDS

First class scholarship for post-graduate students (2020, 2021)

Outstanding Graduates in Huazhong University of Science and Technology (2020)

School Level "Three Good" Students (2018, 2019)

SKILLS AND INTERESTS