

UG Student

Department of Computer Science and Engineering,
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Education

Southern University of Science and Technology

SHENZHEN, GUANGDONG, CHINA

BEng in Computer Science and Technology (CS)

2017 – Present

Supervisor: *Yepang Liu*

GPA: 3.52/4.0

Experience

Data Structure and Algorithm Analysis

SUSTECH

Teaching Assistant

Sep.2019 – Dec.2019

Algorithms Design and Analysis

SUSTECH

Teaching Assistant

Feb.2020 – Present

Skills

Selected Core Courses:

Artificial Intelligence, Computer Networks, Computer Organization, Data Structure and Algorithm Analysis, Object-Oriented Programming, etc.


Programming Language:

C, C++, HTML, Java, JavaScript, Kotlin, Python, SQL

Web application framework:

Django, Flask

Research Project

WebAssembly Fuzzing Test  [code](#)

SUSTECH

Supervisor: *Yepang Liu*

Sep.2019 - Dec.2019

- Made some **mutation** on WebAssembly on **abstract syntax tree level** and used some large scale test data to do a fuzzing test on the **Web-Assembly virtual machines** to find the bugs in WebAssembly compilers.
- Executed a program on some test inputs dynamically and used equivalent variants of the original to check whether the outputs were coherent.
- Built a **WASM Fuzzing Platform** for convenient testing and also a better visible demonstration of research work.

Notable Course Project

Online Algorithm Store  [Code](#)  [Demo](#)

SUSTECH

Main developer

Sep.2019 - Jan.2020

Astor is a **combination of an online algorithm store and a service cluster**. Its purpose is to provide logistics staff to buy algorithms online and run examples.

- Implemented **algorithm purchase, algorithm deployment, algorithm execution** by docker, **connects a logistics microservice API**, and **deploys** it to a cloud server.

AirGesture  [Code](#)


SUSTECH

Main developer

Oct.2019 - Dec.2019

AirGesture is an **AI recognition system** that controls computer behavior by recognizing **specific gestures** of both hands.

- Designed gestures and made a demo that controls **Google dinosaur game**.
- Utilized **ModelArts** from Huawei Cloud Platform, AI device **Hilens Kits** and **Flask** for getting the messages for device.

Influence Maximization  [Code](#)

SUSTECH

individual project

Oct.2019 - Nov.2019

Given a social network with diffusion probabilities as edge weights and an integer k , which k nodes should be chosen for initial injection of information to maximize influence in the network.

- Executed the algorithm in parallel and use Lazy markers to greatly optimize time.
- Got high score in the performance contest in class. (98/100)

Tetris  [Code](#)

SUSTECH

Main developer

Oct.2019 - Dec.2019

Tetris is a classic game. Implemented it on STM32F103RC and added some of own ideas to make it more interesting and difficult.

- Implemented **customizable** bricks.
- Achieved grading difficulty.

Honors and Awards

Guangdong Collegiate Programming Contest

GUANGDONG PROVINCE, CHINA

Third Prize

May.2019

Interdisciplinary Contest in Modeling

THE CONSORTIUM FOR MATHEMATICS AND ITS APPLICATION

Successful Participant

Apr.2019

Annual Outstanding Student

SUSTECH

Third Prize

Nov.2018

Extra-Curricular

Team Leader in Student News Agency

TEAM LEADER IN STUDENT NEWS AGENCY, SUSTECH

New Media Department

May.2018 – Jan.2019

Language

Chinese (*mother tongue*)

English

CET6 491

Jun.2019