

# Yangye Fu

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## About Me

I am a second-year master's student at University of California, San Diego (UCSD). I love CS, math, and physics.

## Education

### University of California, San Diego (UCSD)

MS IN COMPUTER SCIENCE AND ENGINEERING

📅 Sep 2022 📍 La Jolla, California  
Majoring in computer science and engineering, graduating in Mar 2024

### University of Electronic Sci. & Tech. of China (UESTC)

BENG IN COMPUTER SCIENCE AND TECHNOLOGY

📅 Sep 2018 📍 Chengdu, China  
Graduated with a GPA of 3.96/4.0  
Excellent Student Scholarship  
Excellent Undergrad Thesis Award

## Links

🐙 GitHub **Fyy10**  
🏠 Homepage **Yangye Fu**

## Coursework

### UNDERGRADUATE

C/C++ Programming  
Data Structure and Algorithm  
Software Engineering  
Principles of Computer Organization  
Computer Architecture  
Computer Operating System  
Computer Networks  
Applications of Database  
Principles of Compilers  
Assembly and Microcomputers  
Artificial Intelligence  
Computer Vision  
Distributed & Parallel Computing

### GRADUATE

Probabilistic Reasoning & Learning  
Recommender Systems  
Graduate Networked Systems  
Compiler Construction

## Skills

### PROGRAMMING

Python • C/C++ • Java • Go • Rust

### OTHER

PyTorch •  $\LaTeX$  • Git • MPI • CUDA C • Qt

## Working Experiences

### UESTC Center for Future Media

RESEARCH ASSISTANT

📅 Oct 2019 - Jun 2022 📍 Chengdu, China

- Proposed a method for multi-source domain adaptation by aligning partial features, implemented the model with PyTorch
- Trained and evaluated the model on different dataset
- Composed the Statement of Claims of a patent for the method

### Sichuan Hwadee Information Technology Ltd.

CRAWLER ENGINEER INTERN

📅 Jun 2020 - Jul 2020 📍 Chengdu, China

- Used Scrapy as the crawler engine to crawl movie metadata from IMDb Top 1000 rated movies and combined data into a single file
- Generated pages to be crawled and stored links into a Redis server
- Wrote a script to store the data into a MySQL database

## Projects

### SNEK COMPILER

PROJECT PAGE (RUST)

📅 Apr 2023 - Jun 2023

- An x86\_64 compiler for snek (Lisp-like) language
- Parsed the abstract syntax tree (AST) using Rust pattern matching
- Implemented numerical and logical operators, variable binding, if statements, loop statements, functions, and structured data (tuples)
- Learned and followed the calling convention of System V ABI
- Garbage collection through LISP2 mark-compact algorithm

### SURF STORE

📅 Jan 2023 - Mar 2023

- A distributed and decentralized file synchronization system
- Implemented a key-value store for the file content blocks
- Defined communications among clients, meta servers, and block servers via gRPC and protocol buffers
- Separate the file metadata and contents into distributed servers
- Constructed a consistent hash ring to find the dedicated storage server (successor) for each file block
- Implemented the Raft consensus algorithm to achieve fault-tolerance, providing service under minority servers down

### FILE BACKUP SYSTEM

PROJECT PAGE (C/C++)

📅 Aug 2021 - Sep 2021

- A C/S architecture file backup application with client GUI (Qt)
- File system monitoring with Linux inotify APIs to provide backup-on-save feature
- Manage listening threads with pthread library
- Led a group of 3, delivered an oral presentation and defense

## Publications

[1] **Yangye Fu**, Ming Zhang, Xing Xu, Zuo Cao, Chao Ma, Yanli Ji, Kai Zuo, Huimin Lu; Partial Feature Selection and Alignment for Multi-Source Domain Adaptation; Proceedings of the IEEE/CVF Conference on Computer Vision and Pattern Recognition (CVPR), 2021, pp. 16654-16663