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EDUCATION

University of California, Irvine

09.2018 -

PhD in Computer Science. GPA:3.6/4.0

Beijing University of Posts and Telecommunications

 $09. \ 2014 - 06. \ 2018$

B.ENG in Electronic Information Engineering. GPA:3.5/4.0

Relevant Courses: Algorithms, Deep Generative Model, Graphical Model, Mobile Data Privacy, Computer Networks, Networking Lab, Cryptography, Machine Learning, Middleware Network and Distributed Systems

EXPERIENCE

UC Irvine, Networking Lab

01.2019 - present

Graduate Research Student

• Working on data privacy&security, using Generative Model and Differential Privacy.

Jiuheng Technologies

03.2018 - 08.2018

Software Engineer Intern

- Revamped the entire back-end structure of a digital currency trading platform to support trading strategies on popular exchanges using Golang.
- Developed **REST** and **Websocket API** rapidly for cryptocurrency trading on top 20 popular exchanges.
- Programmed and upgraded a distributed data scraping platform to extract real-time structured data from exchanges.
- Devised a crawler to track various kinds of coins' historical information with **Python&MongoDB**.

California Institute of Technology, LIGO Lab

06.2017 - 08.2017

Summer Undergraduate Research Student

- Worked with team of 12 physicists to extract and analyze data from remote data center to local computing center to improve performance of data processing pipelines.
- Accelerated existing gravitational wave detection algorithm using Parallel Computing techniques with C++&CUDA on GPU. Achieved about 30-fold speed-up over original implementation.

Projects

RL Based Network Routing System:

- Assembled a distributed large-scale wireless network simulation system using Python&Matlab, in order to achieve adaptability for fast changing network topology.
- o Developed an intelligent routing protocol based on optimized **Q-learning** algorithms to balance traffic efficiently. Reproduced OSPF v2 protocol for performance comparison.

• Secure Federated Learning Framework:

- Built a mobile network security and privacy testing platform. Designed classifiers to detect mobile network trackers and Ads by analyzing data from packet headers.
- Simulated Federated Learning platform for collaborative image classification on distributed systems. Significant classification accuracy improvements were achieved on MNIST and AT&T datasets with 50 local training models.
- Implemented DCGAN to obfuscate sensitive user information. Developed Differential Privacy methods for privacy-preserving federated learning.

SKILLS

Programming Languages: Python, C/C++, Java, JavaScript, Golang, HTML5/CSS3, SQL

Data Science: generative model, decision trees, clustering, regression, probabilistic learning, neural network, numpy, pandas, scikit

Frameworks&Tools: Django, Flask, Express, React, Redux, Tensorflow, Node.js, Docker, Kubernetes, AWS, Git, Hadoop, MongoDB, Redis, MySQL

Publications

GPU-acceleration on a low-latency binary-coalescence gravitational wave search pipeline.

Computer Physics Communications, Volume 231, p. 62-71. 2018