

Xiangpeng Hao

T1502 Carrigan Court
Burnaby, Canada,
V3N 4S6

haoxiangpeng@hotmail.com
+1 (604) 783 8546

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| EDUCATION | Simon Fraser University , Vancouver, Canada <i>Bachelor of Science</i> , Computer Science | Sept. 17 - Present |
| | Zhejiang University , Hangzhou, China <i>Bachelor of Engineer</i> , Computer Science & Technology | Sept. 15 - Present |
| EXPERIENCE | Research Assistant in Database Group Advised by Tianzheng Wang to research on data-intensive systems and related topics that impacts the design of database systems, especially how persistent memory will impact the database index design. | Dec. 18 - Present |
| | Teaching Assistant for Operating System Explaining theory behind modern operating systems to 2nd-year Undergraduate student and guiding them in lab practicals. | May 19 - Aug. 19 |
| | Research Assistant in Computer Vision Group Advised by Brian Funt to research on colour constancy algorithms and related topics that guide the colour constancy research. | Feb. 18 - Apr. 19 |
| | Software Engineer intern in Demonware Maintained a tool to perform loadtest on Call Of Duty, used Docker and Kubernetes to scale the loadtest, and developed a web application with 7k lines of code to visualize the loadtest | Sept. 18 - Dec. 18 |
| PUBLICATIONS | Lucas Lersch, Xiangpeng Hao , Ismail Oukid, Tianzheng Wang, Thomas Willhalm. Evaluating Persistent Memory based Range Indexes . <i>45th International Conference on Very Large Data Bases (VLDB 2020)</i> | |
| | Xiangpeng Hao , Brian Funt. A Multi-illuminant Synthetic Image Test Set . <i>IEEE Transactions on Image Processing (IEEE TIP)</i> [under review] | |
| | Xiangpeng Hao , Brian Funt, Hanxiao Jiang. Evaluating Colour Constancy on the new MIST dataset of Multi-Illuminant Scenes . <i>27th Color Image Conference (CIC 2019)</i> | |
| PROJECTS | Open-source BzTree Implementation Implemented a fully-functional BzTree in C++ and benchmarked on both main memory and persistent memory. Extended PMwCAS to allow safe allocation, and also extended its API so that PMwCAS can support more real world use cases. | May 19 |
| | Spectral Renderer Extended Blender Cycles to allow physically-accurate spectral rendering. It is the first and only rendering engine that supports texture spectral rendering, and it is used to generate physically colour-accurate images that help the computer vision community. | July. 18 - Dec 18 |
| AWARDS | Sciences Undergraduate Research Student Award (VPR) | May 19 - Aug. 19 |
| | SFU Entrance Scholarship | Sept. 17 |
| | China National VEX Competition (Gold medal, captain) | Jul. 15 |