

# Yuefeng Hu

📍 Tokyo    ✉ huyuefeng99@gmail.com    ☎ 090-5000-2086    in yuefeng-hu    🐼 IceFox99

## Education

### The University of Tokyo

*Oct 2022 to Sep 2024*

*MS in Computer Science*

- GPA: 4.0/4.0
- Published a conference paper at [SLE '24](#), and open sourced all source codes and artifacts

### Beijing University of Posts and Telecommunications

*Sep 2017 to Jul 2021*

*BS in Software Engineering*

- GPA: 3.3/4.0
- **Coursework:** Data Structure and Algorithm, Internet Protocols, Advanced Network Programming, Database Management System, Software Engineering, Data Warehousing and Data Mining

## Experience

### Software Engineer Intern

*Haidian, Beijing*

*ZTE*

*Sep 2021 to Nov 2021*

- Developed a lightweight, real-time network traffic monitoring and classification tool on Linux
- Designed and built a website with pandoc and chart.js for internal use, and integrated the tool to display the real-time network traffic
- Automated the deployment of the web server using shell scripts

## Publications

### Bugfox: A Trace-Based Analyzer for Localizing the Cause of Software Regression in JavaScript

*Oct 2024*

*Yuefeng Hu*, Hiromu Ishibe, Feng Dai, Tetsuro Yamazaki, Shigeru Chiba

DOI: [10.1145/3687997.3695648](#) (SLE '24)    Preprint: [GitHub](#)

## Projects

### Bugfox

[GitHub](#)

- Developed an automated trace-based analyzer, Bugfox, to identify the root cause of software regressions in JavaScript applications. The tool uses heuristic strategies based on invocation order and frequency, achieving 83% accuracy on 12 real-world regressions from the BugsJS benchmark. Bugfox effectively diagnoses those regressions with minimal memory overhead and fast performance, solving each regression in under 1 minute.
- Tools Used: JavaScript, Git, Shell, Node.js

### Sand

[GitHub](#)

- A programming language written in C++ with a ll(1) parser and a simple interpreter. It supports explicit function inlining, function redefinition, labeled loop, etc.
- Tools Used: C++, Makefile

## Technologies

**Languages:** C, C++, Java, JavaScript, Python, Go, SQL, HTML/CSS

**Technologies:** Node.js, Spring Boot, PostgreSQL, Make/CMake, Git, Docker, Kubernetes, Linux, Shell Scripting, Nginx, Scrum Development

## Interests

**Finderstyle Guitar:** [Bilibili@IceFox99](#)

**Video Games:** Dota 2, Soulsborne, Monster Hunter, RPG, RTS, etc.

**Anime:** Rick and Morty, Fullmetal Alchemist, Cowboy Bebop, Clannad, etc.

**Go (game):** Amateur 4 dan