

Zhongpeng Lin

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Education

- 2010 – now **PhD, Computer Science**, *University of California, Santa Cruz, CA*, GPA: 3.89/4.00.
- Research areas: Software evolution, software repository mining, procedural content generation
 - Courses: Information Retrieval, Machine Learning, Artificial Intelligence, Analysis of Algorithms, Mathematical Statistics
- 2007 – 2010 **MS, Computer Software and Theory**, *Institute of Software, Chinese Academy of Sciences (ISCAS)*, Beijing, China, GPA: 87.9/100.
- Research areas: software cost estimation, software bug prediction
 - Courses: Advanced Data Mining, Advanced Software Engineering
 - Honors and Awards: Excellent Student (2009, Available to top 15% graduate students)
- 2003 – 2007 **BS, Software Engineering**, *Software School, Xiamen University*, Xiamen, China, GPA: 90.0/100.
- Honors and Awards
 - Excellent Graduate (2007), Available to top 3% graduates by GPA each year
 - China Construction Bank Scholarship (2006, 2007), Available to top 5% by GPA undergraduate students each year
 - Xiamen University First-Rank Scholarship (2004, 2005), Available to top 5% by GPA undergraduate students each year

Technical skills

- Languages Ruby (ROR), Java (JSP, Servlet), JavaScript/HTML5 (WebGL), Python, GNU Octave/Matlab, R, ActionScript 3 (Flex), C# (ASP.NET), C/C++
- Databases MySQL, PostgreSQL, Oracle, Microsoft SQL Server
- Web Servers Nginx, Apache, Lighttpd, IIS
- OS Linux (Ubuntu, CentOS), Windows
- SCM Subversion, Git

Experience

Research

- 2012 **Graduate Student Researcher**, *University of California, Santa Cruz, CA*.
Worked on a NASA funded project *Understanding the Design Space of Mixed Initiative Robot Design Tools*, developed the prototype in HTML5/JavaScript using WebGL/three.js API
- 2010 – 2011 **Graduate Student Researcher**, *University of California, Santa Cruz, CA*.
Developed extensions to MinGit open source project in Python, and maintained it as the primary reviewer

Working

- 2009 – 2010 **Part-time Software Engineer**, *Playcrab Ltd*, Beijing, China.
Used Hemlock to develop infrastructure for real-time communication in a social network game

- 2008 – 2009 **Part-time Software Engineer, Database Administrator, System Administrator**, *Hoolai Social Game Ltd*, Beijing, China.
- Participant in the development of several social network games using Ruby On Rails and Adobe Flex, one of which had more than 600 thousand Daily Active Users at its peak
 - Setting up and maintaining a web infrastructure comprised of an Nginx/lighttpd server as load balancer, and several Nginx/lighttpd servers with several Phusion Passenger processes on each server to process more than 10 million HTTP requests every day
 - Configuration and optimization of the MySQL and Memcached servers
- 2008 **OA Assistant**, *Lab of Internet Technologies, ISCAS*, Beijing, China.
Responsible for the administration and maintenance of its Office Automation System, originally developed using ASP:
- Rewrote some modules and added some features using ASP.NET and C#
 - Modified a few HTML pages to support browsers besides Internet Explorer
- 2007 **Intern**, *Xiamen Shepherd Co., Ltd*, Xiamen, China.
Used ROR and adopted Extreme Programming practices to develop several projects, including a Agile development management system AgilePlanner and an on-line music composition website ComposeltYourself.
- Teaching
- Fall 2011 **Teaching Assistant**, *University of California*, Santa Cruz, CA, Machine Learning and Data Mining.
- Fall 2011 **Teaching Assistant**, *University of California*, Santa Cruz, CA, Introduction to Database Management Systems.
- Spring 2011 **Teaching Assistant**, *University of California*, Santa Cruz, CA, Introduction to Computer Science.

Publications

Caitlin Sadowski, Chris Lewis, Zhongpeng Lin, Xiaoyan Zhu, and E. James Whitehead. An Empirical Analysis of the FixCache Algorithm. In *Proceeding of the 8th working conference on Mining software repositories - MSR '11*, page 219, New York, New York, USA, May 2011. ACM Press.

Jing Du, Ye Yang, Zhongpeng Lin, Qing Wang, Mingshu Li, and Feng Yuan. A Case Study on Usage of a Software Process Management Tool in China. In *Proceedings of the 2010 Asia Pacific Software Engineering Conference, APSEC '10*, pages 443–452, Washington, DC, USA, 2010. IEEE Computer Society.

Zhongpeng Lin, Fengdi Shu, Ye Yang, Chenyong Hu, and Qing Wang. An Empirical Study on Bug Assignment Automation Using Chinese Bug Data. In *Proceedings of the 2009 3rd International Symposium on Empirical Software Engineering and Measurement, ESEM '09*, pages 451–455, Washington, DC, USA, 2009. IEEE Computer Society.