JING **QI**

BFS for learning, DFS for researching. Seeking for a full-time position in software development.

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EDUCATION

Syracuse University, College of Engineering & Computer Science, Syracuse, NY
MS., Computer Engineering, Expected May 2019
*GPA: **3.82**/4.00*

China University of Geosciences, College of Information & Engineering, Beijing
B.E., Electronic and Information Engineering, June 2017

SKILLS AND INTERESTS

Languages:
Python, C++, C;
Competence: C#, JavaScript, HTML, SQL, Golang, Java, Markdown.

Tech Stacks:
ASP.NET Core, Linux programming, HTML+CSS+JS Frontend Framework, Windows Presentation Foundation, Network (Socket) Programming, Microchip Programming
Competence:
Amazon Web Service, Django (a blog website: 18.216.116.220), Scrapy, QT, Android Programming, Algorithms in Artificial Intelligence

Operating System:
Ubuntu, Windows, MacOS

Software:
Visual Studio, VS Code, PuTTY, WinSCP, Virtual Box, Git, PyCharm, Vim, Android Studio, Wireshark, Docker

COURSEWORK

Software Modeling and Analysis
Object Oriented Design
Computer Security
Internet Security
Internet Programming
Introduction to Cryptography
Introduction to Artificial Intelligence
Advanced Computer Architecture

AWARDS

Graduate Student Grant, Syracuse, NY
30% Tuition Scholarship, Sep. 2017 – May. 2019 (Expected)

Academic Scholarship, Beijing, China
Top 2% students, Sep. 2016 – May. 2017

INDEPENDENT PROJECTS

Homemade Docker using Golang:
- Used Git to track the development process
- Namespace, Cgroups, AUFS to create containers
- Built network system with Linux network virtualization technology
- Handled main process logs with logrus

VPN from Scratch with C:
- Programed with TUN/TAP to create virtual network interface
- Used SSL based on PKI to encrypt tunnel
- Built a C/S communication mechanism by socket programming

Code Repository Client/Server System with C++:
- Designed check in/out, version, browser modules in OOD
- Developed a NoSQL in-memory database with C++
- Designed the GUI with C#, the .NET WPF, and C++/CLI
- Designed a C++ communication system based on sockets

Build Server System with C#:
- Designed the system and wrote a concept document
- Used MSBuild to compile C# code for testing
- Designed a process pool to handle concurrency
- Implemented test server for unit testing

Wox Plugin Development – Recall:
- Designed a plugin followed by Wox API document
- Uploaded to the public Wox plugin store and got 1k+ download

Automatic Number Plate Recognition (NPR) System:
- Built STM32 microchip firmware for data capturing, transmission
- Wrote an NPR algorithm using SVM and ANN with OpenCV library
- Developed GUI and serial-port communication Program with QT

Web-based eBook Reader:
- Designed website with Asp.Net MVC framework
- Used web pages with JS+HTML+CSS
- Dealt with OneDrive APIs for file viewing and downloading

Image Recognizer Based on Deep Learning:
- Developed a neural network model from scratch with Python
- Vectorized logistic regression's gradient output by Numpy

PUBLICATION

Deng CJ, **Qi J**, Li M. Application Progress of Signal Clustering Algorithm, Communications in Computer and Information Science, July 2016

EXPERIENCE

Syracuse University, Syracuse, NY
Teaching Assistant for Internet Security, Jan. 2019 – May. 2019 (Expected)
- Held office hours every day and graded students' lab reports
- Participated in writing "Instructor Manual" for SEED Labs

China Resources Microelectronics Limited, Wuxi, Jiangsu, China
Intern of IT Department, Jul. 2015 – Aug. 2015
- Developed a work flow management software named TOBE in C# with WPF
- Wrote document for TOBE