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EDUCATION

ShanghaiTech University

Bachelor of Engineering Candidate, Computer Science and Technology

GPA: 3.74/4.0 (Top 6%) overall, 3.93/4.0 in major

Shanghai, China
2018 - Expected 2022

HONORS AND AWARDS

Merit Student of ShanghaiTech University

Dec., 2020

Undergraduate Scholarship (Top 7%-15%) in ShanghaiTech University

Dec., 2019

WORK AND RESEARCH EXPERIENCE

System & Software Security Lab (S³L) of ShanghaiTech University

Research Assistant

Shanghai, China
July, 2019 – Present

- Researching on formal verification methods of the Diem Blockchain (previously named Libra) by Facebook.
- Developing an extensible symbolic execution framework using Rust for Move, the programming language for the Diem Blockchain.
- Feature includes high-coverage automatic test cases generation, common smart contract bug detection (e.g. integer overflow, time/transaction order dependency) and Hoare Logic based formal verification.
- Proposed a new algorithm for strengthening user-defined specification when verification fails, which can be applied to any formal verification based on Hoare Logic.
- Intensive paper reading and open source code reading. Complicated implementation, involving ~45k lines of code addition and ~30k lines of code deletion in Rust.
- Keywords: smart contract virtual machine, symbolic execution, constraint solving with strengthening, formal verification.

DEEMOS Tech and MARS Lab of ShanghaiTech University

Full Stack Engineer

Shanghai, China
Oct., 2020 – Jan., 2021

- Developed a realtime data transporting framework and an Unreal plugin using Aeron.
- Developed and deployed a deep learning face VFX web application using Vue.js.
- Worked on an Instagram-like photo sharing website project using Vue.js and Strapi.js.
- Worked on an AR VFX application project using Unity and Apple ARKit.

PROJECT WORK

Volvis: Real-time Volume Renderer CS271 Computer Graphics II

Spring 2021

- Implemented a real-time volume renderer based on WebGL.
- Implemented volume shadowing feature.
- Implemented a Transfer Function editor based on bazier curve.

ATNet CS120 Computer Network

Fall 2020

- Developed a computer network using sound cards and acoustic signals from scratch.
- Implemented from physical layer to transport layer, providing a reliable data link and supporting ICMP pinging, basic NAT and FTP.

A Classroom Offline Renderer CS171 Computer Graphics I

Spring 2020

- Implemented a global illumination renderer using path tracing.
- Implemented loop subdivision algorithm.
- Implemented a volume renderer using ray casting.

Planet Stranding, A Unity Game Demo ARTS1303 Unity Game Development

Fall 2019

- Created a game demo combined Death Stranding and No Man's Sky.
- Used advanced feature of Unity, like IK, animation layer, shaders.

VChain: A Blockchain and Telematics Based Driver Assistance Decision and Insurance Assessment System

The Best Award of BitRun 9102 Hackathon, Hangzhou

April, 2019

The value of VChain comes from the application of driver-assisted decision making and the innovation of the business model,

the former relying on blockchain security and computation without latency, and the latter as a result of data aggregation and movement.

- In one scope, multiple car sensors and their data transactions are trusted by the blockchain created by CPChain.
- Artificial intelligence decision making, based on IoT big data. Heterogeneous data interoperability, resulting in big data aggregation.
- Interaction and application of data assets, data assets are leveraging the verifiable characteristics of the main chain to benefit emerging business models such as insurance valuation.

Hexo-theme-next *Open Source Project*

2018 – 2019

Core Maintainer

Hexo-theme-next is the most popular theme of Hexo, a static site generator.

- Issue and Pull Request reviewing, refactoring codes from v6.0 to v7.0.
- Developed a social content sharing plugin.
- Fixed a security bug in its visitor counting system which could lead to unauthorized modification of website contents.

TEACHING EXPERIENCE

CS110 Computer Architecture I *Teaching Assistant*

March, 2021 – June, 2021

ARTS1303 Unity Game Development *Teaching Assistant*

July, 2020 – Aug., 2020

SI100B Introduction to Information Science and Technology *Teaching Assistant*

March, 2020 – June, 2020

MISCELLANEOUS

Language: Chinese(Native), English(Fluent); CET-6, TOEFL: 104