

Zibai (Matthew) Wang

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EDUCATION

Cornell University, Ithaca, New York	Jan 2024 - Dec 2024
Master of Engineering: Computer Science; Flexible in Relocation	
<i>Relevant Course: Parallel Computing, Computer Vision, 3D Reconstruction, Computer Networks, Operating Systems</i>	
University of British Columbia, Vancouver, BC	Sep 2019 - May 2023
Bachelor of Science: Computer Science And Mathematics; With Distinction	
<i>Relevant Course: Test-Driven Development, Applied AI & ML, Databases, Data Structures & Algorithms, Object-Oriented Programming, System design, Linear Algebra</i>	

SKILLS

Languages	C++, Python, Java, C, C#, JavaScript, TypeScript, Kotlin, PHP, HTML/CSS, Bash
DataBase & Cloud	MySQL, MongoDB, Oracle, NoSQL, DynamoDB
Libraries	PyTorch, TensorFlow, React, Node.js, Cuda, MPI, OpenMP, NumPy, Flask, Spring, Maven
Tools	Git, AWS (Cloud Practitioner), Docker

WORK EXPERIENCES

Software Research & Development Intern	Sep 2021 - April 2022
INTEL Corporation, Vancouver, BC	
<ul style="list-style-type: none">Developed and implemented C-based optimization settings for quality-speed tradeoffs of low-delay streaming and video compression in the widely-used SVT-AV1 encoder, decreased ~10% bitrate loss and increased ~8% speed.Developed testing scripts using Python and ran on AWS EC2 Linux instances for evaluating bitrate/speed tradeoffs for existing SVT-AV1 features; Collaborated with teams to perform comparative analysis among video encoders in the market using data obtained from tests; addressed performance and stability issues through debugging.Designed and implemented an optimized video decoder program using C. Simplified the 5 decoding levels to a more maintainable 2-level system by evaluating the decoder speed against existing solutions in the market.Implemented unit tests using Check framework, achieved test coverage of 95%+ and packaged the program using CMake.	
Software Developer Intern	July 2019 - Aug 2019
Tencent Holdings Ltd, Shenzhen, China	
<ul style="list-style-type: none">Built an event-driven notification system using Python and Flask framework to keep track of keywords and feedback given by users on stock forums. Created a user subscription interface using React.Extracted dynamically generated content from JavaScript-based stock forums by integrating Python libraries Scrapy and Splash, enabling server-side JavaScript execution and rendering for full HTML access. Utilized dynamic IPs and controlled crawling rate to avoid throttling.Persisted users post data into MySQL databases consisting of >5G user data for further analysis and relational database management. Crafted schema and employed strategic indexing on crucial attributes for efficient data retrieval.	

PROJECTS

High-Performance Computing(HPC) - Fish School Search (FSS) Optimization	Jan 2024 - Apr 2024
<ul style="list-style-type: none">Led a team of three to develop a C++ serial implementation, then applied GPU acceleration using CUDA, and optimizing CPU usage with OpenMP and MPI in parallel implementations, emulating fish foraging behavior to find optimal solutions.Achieved 80% parallel efficiency by leveraging multi-core/thread communication, CPU SIMD instructions, and sparse linear algebra, significantly reducing computation time and enhancing scalability when applied to large-scale optimization problems (e.g., parameter optimization in machine learning, resource allocation in computer networks).	
Hospital Management System	Sep 2019 - Dec 2019
<ul style="list-style-type: none">Designed and implemented a full-stack hospital management system using Java, Spring framework and MySQL to help hospital receptionists to better track patient appointments, health status, and doctor availability, etc.Utilized the Spring RestController to build Restful APIs for patient data retrieval and update. Created GUI using Java Swing Framework for user interaction, and employed Maven for dependency management.Applied OOP principles and Observer pattern in order to make the connections between the objects of doctors and patients more transparent while avoiding tight coupling between the two objects.	