Xiaofei Long

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Education

Texas A&M University, College Station, Texas   09/2014 – 12/2016
Master of Computer Science, GPA: 3.75

Beijing Institute of Technology, Beijing, China   09/2010 – 07/2014
Bachelor of Electrical Engineering, GPA: 3.56

Experience

Software Engineering Intern, **LinkedIn Corp.**, Mountain View, California   05/2016 – 08/2016
Service Infrastructure
○ Designed an optimized task scheduler to replace the open source Quartz library with better performance
○ Abstracted core scheduling operations and simplified transaction mechanism for speeding up the service

Software Engineering Intern, **Facebook Inc.**, Menlo Park, California   06/2015 – 08/2015
Lightweight Interfaces
○ Created insights section on promotion dialogs for presenting useful stats to advertisers
○ Provided local targeting option which enables users to boost posts or pages to people in a specific area
○ Unified different Lightweight Interface products in order to facilitate development and maintenance

Student Technician, **Texas A&M University**, College Station, Texas   02/2015 – 05/2016
Unix Systems Administration
○ Managed virtual infrastructure and automated development environment setup with Chef and Vagrant
○ Collaborated closely with the development team to ensure successful deployment

Engineering Intern, **Co-Exceed Co. Ltd & ZTE Inc.**, Beijing, China   08/2013 – 09/2013
Packet Transport Network
○ Constructed VLANs; Configured routers, layer 2 and layer 3 switches

Projects

OneChain – A Project Management Platform (in Swift)   03/2016 – 04/2016
iOS Development Group Project, CodePath
○ Developed an iOS app for teams to track tasks, discuss issues and share files at one place.
○ Designed wireframes for the whole app and implemented all user stories
○ Video walkthroughs on GitHub: https://github.com/3archers/onechain-ios

WeTravel – A Travel-Centric Social Networking Service (in Python)   01/2015 – 04/2015
Computer-Human Interaction Course Project, Texas A&M University
○ Built a web app with Django for sharing travel information and scheduling trips with trusted friends
○ Designed mechanisms for user privacy protection and friend recommendation

Volunteer Event Registration System (in Ruby)   09/2014 – 12/2014
Software Engineering Course Project, Texas A&M University
○ Created a web app with Rails for a local association's volunteering event registration
○ Utilized Behavior Driven Development and Test Driven Development cycle with Cucumber and RSpec
○ Planned and evaluated user stories with Agile/Scrum team members on Pivotal Tracker
○ Demo on Heroku: https://vol-sys.herokuapp.com

Multi-robot System for Cooperative Pursuit (in C++)   09/2012 – 06/2013
Innovation Project Supported by Beijing Municipal Commission of Education
○ Designed a new algorithm for robots to perform cooperative tracking and capture
○ Programmed with OpenCV to detect different robots and evaluate motion parameters in real-time

Skills

Programming Languages: Java, Python, Swift, JavaScript, Ruby, C/C++, SQL, PHP

Operating Systems: Linux, OS X, iOS, Android

Miscellaneous: Xcode, Git, Mercurial, Rails, Django, Node.js, Chef, Vagrant, Matlab