I will be extremely thrilled and gratified to see someone else become more effective in his/her work by using my software or technology developed. It’s my deep-rooted passion to learn the principles behind software and to further upgrade it. For this reason, I chose to study software engineering as my undergraduate major and I will further my study in the various areas such as software engineering, artificial intelligence, and natural language processing, of computer science out of my interest and serving for my career goal. After obtaining master’s degree, I hope to engage in software development related work, accumulate rich practical experience, and finally start my own business in the Internet industry. I have this plain but hard ideal to make people around the world live better with software.

Substantial resources provided by Nanjing University facilitated me to learn a wide range of knowledge, such as the application of various computer language like java, C, C++ for future programming, online course of Machine Learning, basic concepts of data structure, computer networks and algorithm for future scientific research, and the detailed software development process like demand analysis, architecture design conducive for a deep understanding of software engineering.

I also enjoyed exchanging and cooperating with students from diverse backgrounds. For instance, I teamed up with two schoolmates to participate in the NAO robot marathon programming competition, and won the best creative award. By successfully compiling a set of programs in a very short time to realize our expected function of this program, I found myself adjust well to the high intensity of programming pressure and realized the important role as a team player. Moreover, I began to enhance my ability to compete for the role as a leader in a group. After about one year, I found the Citi Cup competition and soon established a team with schoolmates from the business school. As the team leader, I served as a bridge to prompt the communication between our teammates. I conveyed our needs and targets to schoolmates from the business school, and then communicated with the schoolmates responsible for software development of the specific implementations. I, except for architectural design and implementations, also had to grasp basic financial knowledge shortly to ensure the accuracy of our development. With mutual efforts, we won the national fourth place and the best creative award in the competition.

Plentiful research tempered my problem-solving ability. Last September, I joined professor Feng Liu’s Reinforcement Learning group to study related problems of POMDP and propose suggestions for algorithm development. Curious to figure out the problems with the U-Tree algorithm, which gave worse experimental results than others did, I began to make careful analysis of each process of the algorithm and carry out a wealth of experiment, finding that this algorithm failed to make advantage of data due to its use of redundant data and the optimal result obtained by using all-permutations. Through repeated theoretical assumptions and experimentation computation and by adding heuristic search and data weight to the algorithm, I proposed a new algorithm called ODWU-Tree, which generated better test results. The training efficiency of the ODWU-Tree is 2.55 times faster than that of U-Tree. I found that a detailed and rigorous analytical attitude and the courage to take innovative methods did matter much and would bring enormous success to our future work. We wrote a thesis paper based on this project and the paper had been published successfully. With the previous algorithm improvement experience, I was much quicker at Professor Mingxue Pan’s group for software testing and for a novel method for GUI testing. But the challenge lay in the new method’s requirement of a mixed knowledge of machine learning, image recognition and other related areas. I spent abundant time figuring out these areas and then constantly carried out the programming experiment. Finally, I succeeded in proposing an efficient method for GUI test. Currently I have wrote a thesis paper for this project and submitted to a famous anonymous conference.

Rich project experience won me the opportunity to do summer research in Professor Kang's SyGuS (Syntax-Guided Synthesis) project team in Purdue University, West Lafayette. This team mainly researches Program Synthesis (In [computer science](https://en.wikipedia.org/wiki/Computer_science" \o "Computer science), program synthesis is the task to automatically construct a [program](https://en.wikipedia.org/wiki/Computer_program" \o "Computer program) that satisfies a given high-level specification) and this project focuses on exploring new methods to SyGuS problems. During that time, I was primarily responsible for software development and participated in the discussion and improvement of the new method, using java language and Z3 SMT solver (z3 is an excellent SMT solver developed by Microsoft), which can check the satisfaction of logical expressions. We unavoidably encountered many problems during the development process, like the incompatible use of Z3 in the process and low efficiency in the implementation of the new method. To solve the incompatibility problem, I rewrote most of Z3’s functions and its core algorithms. Besides, I proposed the idea to add multithreading thought to the method and optimized the algorithm included. After applying the idea, the accuracy of the method was improved by 20%. On the other hand, the performance saw a major improvement, as the whole processing time was reduced by 70%.

Step by step, I secured a job as a software engineer in SAP labs China. By quick learning and frequent consulting, I managed to adjust myself to the agile schedule in the industrial production cycle, attending the daily Scrum meeting and sharing developing progress in Kanban style. I got to know how developers and testers together ensure the quality of a product and understand the actual process of software development. Besides, I came to be aware of the possible questions in enterprise software development with shorter development cycles and various tasks.

Experience accumulated through both work and academic study enabled me to make rational analysis of restricted horizon and strengthened my resolution to study in America, which houses countless great minds and rich resources. I am particularly interested in your Software Engineering and Analysis Laboratory, whose research perfectly matches with my current research. Moreover, the courses such as Web Application gives a detailed explanation of the front and back ends of web, and focuses on close contact with reality through its meaningful curriculum design. All these make this program a desirable one for me to come closer to my career goal.