

Target Job	2017 Summer Internship – Software Development Engineer	
Education	Rice University , Houston, Texas	<i>Expected Dec. 2017</i>
	Department of Computer Science	
	Master degree in Computer Science, in Computational Science and Engineering program GPA: 3.7/4.0	
	Shanghai Jiao Tong University , Shanghai, P. R. China	<i>Aug. 2016</i>
	University of Michigan - Shanghai Jiao Tong University Joint Institute (UM-SJTU JI)	
	Bachelor degree in Computer Engineering Major GPA: 3.5/4.0	
Computer Skills	Programming Languages: Java, C/C++, Javascript, C#, Python, SQL, HTML/CSS, Verilog Platforms/Frameworks: Git, SVN, Vim, Node.js, React/Redux, Hadoop, Jenkins, MyBatis, Hibernate	
Work Experience	Software Engineer Intern , Transwarp Technology, Shanghai, P. R. China	<i>Feb. 2016 - Apr. 2016</i>
	<ul style="list-style-type: none">Constructed an integrated test environment on Jenkins for a five-person development groupDesigned connection methods for company's own Hadoop database with DBCP connection pool and ORM frameworks (Mybatis, Hibernate), along with supporting batch processing operations	
Project Experience	GIS-map-based Client-Server Game	<i>Nov. 2016 - Dec. 2016</i>
	<ul style="list-style-type: none">Players in each team move on the NASA WorldWind map to be together within certain roundsCreated lobby and team chat rooms, supporting real-time conversations based on Java RMIImplemented message passing in all communications (not using Java JMS), handling well-known and unknown commands from senders; achieved cmd-to-cmd communication for game processing	
	Full-stack Web Development for an Online Social Network	<i>Sep. 2016 - Dec. 2016</i>
	<ul style="list-style-type: none">Front-end url: https://renren.surge.sh (supports Chrome best)Used React/Redux and Bootstrap in ES2016+ to develop web pages (landing, main, and profile)Implemented an Express server on Node.js, connected to MongoDB, which supports authenticated login/logout and CRUD operations for profiles, avatars, articles, comments and followersAdded user authentication (salting by hash, cookie), session management via Redis, third-party authentication via OAuth2, Passport (Facebook), and permanent image uploading via Cloudinary	
	Software for Distributed Printing Service, sponsored by HP, Team Leader	<i>Sep. 2015 - Dec. 2015</i>
	<ul style="list-style-type: none">Saved at least 70% print time for small companies, who meet large print jobs (> 500 pages) but cannot afford expensive printers by fully utilizing existing normal printers simultaneouslyHandled issues including paper jam and paper fault, and supported customization functionCoded in C# to accomplish computer-printer interactions, in around 2000 lines of codes	
	Operating System and Cryptography Projects in C	<i>May 2014 - Dec. 2015</i>
	<ul style="list-style-type: none">Wrote a unix-like shell using system calls, supporting common commandsCompleted earliest-deadline-first scheduling and lottery scheduling in Minix 3Implemented AES and RSA Encryption/Decryption	
	CPU Design and Verification	<i>Oct. 2014 - Nov. 2014</i>
	<ul style="list-style-type: none">Coded a five-stage MIPS pipeline CPU and verified it on a FPGA board with common instructionsResolved all data/control hazard issues using forwarding and hazard prediction technique	
Selected Publications	Research interests in computer networks and network security	
	<ul style="list-style-type: none">Xiang Li, Mengyuan Li, Na Ruan, Fan Wu, and Jie Li, "Efficient and Enhanced Broadcast Authentication Protocols based on Multilevel μTESLA", in Proceedings of the 33rd IEEE International Performance Computing and Communications Conference (IPCCC), Dec. 2014 (acceptance rate: 30%)Na Ruan, Lei Gao, Haojin Zhu, Weijia Jia, Xiang Li and Qi Hu, "Toward Optimal DoS-resistant authentication in Crowdsensing Networks via Evolutionary Game", in Proceedings of the 36th IEEE International Conference on Distributed Computing Systems (ICDCS), June 2016 (acceptance rate: 18%)	