

# Xiangfeng Zhu

zxfeng@umich.edu, 650-660-0918  
3510 Murdoch Drive, Palo Alto, CA 94306

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## Education

**University of Michigan, Ann Arbor, Expected: May 2020** GPA:-/4.00  
Bachelor of Science, Computer Science  
**University of California, Santa Cruz, Sep 2016 – June 2018** GPA:3.94/4.00  
Bachelor of Science, Computer Science  
**Dean's honor List:** Fall 2016, Winter 2017, Spring 2017, Winter 2018, Spring 2018

## Coursework

Algorithms                      Data Structure  
Artificial Intelligence       Distributed Systems  
Computer System              Computer Networking

## Skills

**Programming:** Java, C, C++, Python, Matlab, Bash  
**Markup/Templating:** HTML, CSS, Latex  
**Tool:** Git, Vim, Neo4j, Docker

## Experience

**Software Engineer Intern** | Hainan Airline, Beijing                      July 2018 – Sep. 2018

- Worked in the airline map team to develop new apps for pilots
- Implemented newly-designed pages and built an interactive navigation with HTML, CSS, XML and OpenLayers3

**Undergraduate Researcher** | [Disorderly Lab](#), UCSC                      Mar. 2018 – Now

- Developed a debugging approach based on analysis of provenance data obtained during system executions equipped with correctness specifications
- Helped Design a standalone prototype Debugger Nemo and validated Nemo on protocols from real-world distributed bugs

**Undergraduate Researcher** | [Computer Communication Research Group](#), UCSC    Mar 2017 – Feb. 2018

- Analyzed efficient methods for Channel Access Method for Networks with Hidden Terminals
- Analyzed the efficiency of the first transmission strategy for contention-based MAC protocols using Markov Chain

**Undergraduate Researcher** | [Storage System Research Center](#), UCSC                      Mar. 2017 – Aug. 2017

- Designed an app which detects which cell tower a phone connected to, determine fake cell tower, and locate the cell tower or potential IMSI-Catcher

**Small Group Tutor** | University of California, Santa Cruz                      Apr. 2017 – Mar. 2018

- Tutored CMPS12B (Data Structure), CMPS101(Abstract Data Types) as top 1% student
- Held weekly sessions to teach concepts of Data Structure and Algorithms
- Helped students design some aspects of programming assignments for the class

## Projects

**Online Reservation system(Java)**

- Designed an online reservation app for Manyue Yoga Stadium, on-line payment system, and on-line community for member to share their experience.

**Fault-tolerant Scalable Key-Value Store(Python)**

- Developed a distributed, fault-tolerant key-value store that can store the amount of data that cannot fit into one single machine, using consistent hashing

**Distributed Debugger Using Provenance Graph (Go)**

- Designed a lineage-driven distributed debugger(Nemo) with graduate students that can analyze the program and give suggestions to the programmer how and where to correct the program

**Chess Puzzle Solver(Java)**

- Wrote a program that can determine if a player can force checkmate in up to 5 steps, including the moves of the opponent