

XIANGFENG ZHU

✉ zxfeng@umich.edu · 🌐 xzhu27.me · ☎ 650-660-0918 · 📄 github.com/Romero027 · in xzhu

🎓 EDUCATION

University of Michigan, Ann Arbor

Expected: Dec 2020

Bachelor of Science, Computer Science

👤 EXPERIENCES

Databricks Remote, MI

May 2020 - Aug. 2020

Software Engineer Intern Serverless Team

- Developed an efficient recycling mechanism for Spark clusters
- Designed and implemented a framework for zero downtime Spark cluster upgrade based on rolling updates and cluster pools

Software Systems Lab University of Michigan

Nov. 2018 - Now

Research Assistant Advisor: Prof. Mosharaf Chowdhury

- Developing a system for complex computer vision and natural language processing applications
- Developing a participant selection framework for Federated Learning systems
- Co-developed a general-purpose execution engine, Sol, that can adapt to diverse network conditions on top of Apache Spark.

Disorderly Lab UC Santa Cruz

Mar. 2018 - Sep. 2019

Research Assistant Advisor: Prof. Peter Alvaro

- Designing a tracer and a fault injector using system-level provenance for unmodified distributed systems
- Co-Developed a debugging approach for distributed systems based on analysis of provenance data obtained during system executions
- Evaluated our approach on the TaxDC collection of real-world bugs from four large-scale distributed systems (Cassandra, Hadoop, HBase and ZooKeeper).

Dropbox San Francisco, CA

May 2019 - Aug. 2019

Software Engineer Intern Filesystem Team

- Worked on the next-generation distributed filesystem for Dropbox
- Designed and implemented an asynchronous system to unmount namespaces that a user loses access to
- Rearchitected our MapReduce framework to be more efficient and fault-tolerant using RocksDB and gRPC

♡ PROJECTS

Distributed Debugger Using Provenance Graph (Go)

Mar. 2018 - Aug. 2018

- Implemented a lineage-driven distributed debugger that can analyze the given program and give suggestions to the programmer how and where to correct the program

Fault-tolerant Scalable Key-Value Store (Python)

Jan. 2018 - Mar. 2018

- Built a distributed, fault-tolerant, highly available and eventually consistent key-value store that can store the amount of data that cannot fit into one single machine.

⚙ SKILLS

- Language: Java, C, C++, Python, Scala, Bash, HTML, CSS, \LaTeX
- Tool: Perf, Valgrind, Git, Vim, GDB, Docker, Xcode, Flask, Pytorch
- Data: Oracle, MySQL, Hadoop, Spark, Hive