Xiangfeng Zhu

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Education

B.S., Computer Science, Expected: May 2020 GPA:-/4.00
University of Michigan, Ann Arbor
B.S., Computer Science, Sep 2016 – June 2018 GPA:3.96/4.00
University of California, Santa Cruz
Dean's honor List: Fall 2016, Winter 2017, Spring 2017, Winter 2018

Coursework

Algorithms	Data Structure
Artificial Intelligence	Distributed System
Linear Algebra	Probability and Statistics
Computer System	Computer Networking

Skills

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

Experience

Undergraduate Researcher | Computer Communication Research Group, UCSC Mar 2017– Now

- Analyzing efficient methods for Channel Access Method for Networks with Hidden Terminals
- Analyzing the throughput of several MAC protocol using Markov Chain

Undergraduate Researcher | Storage System Research Center, UCSC Mar 2017 – Now

- Designing an app which detects which cell tower a phone connected to, determine fake cell tower, and locate the cell tower or potential IMSI-Catcher
- Implementing the instructions online to build an IMSI-Catcher

Small Group Tutor | University of California, Santa Cruz Apr 2017 – Now

- 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 with graduate student that can analyze the program and give suggestions to the programmer how and where to correct the program

Chess Puzzle Solver

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