Xiangfeng Zhu

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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

Undergraduate Researcher | Disorderly Lab, UCSC Mar. 2018 – Now
Advisor: Prof. Peter Alvaro. Worked under Lennart Oldenburg

- 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
Advisor: Prof. J.J. Garcia-Luna-Aceves. Worked with Keller Jordan

- 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
Advisor: Prof. Darrell D. E. Long. Worked under Ana McTaggart

- 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