1.主页

您好,我是一个USC的CS master student.非常感谢您能打开并阅读我的个人主页.

Hello, I am a CS master student of USC. Thank you very much for opening and reading my personal homepage.

我希望能够找到一份software engineering 实习的岗位. 经历在USC了近1年的学业后,我希望在这个假期,加入一个互联网公司,将自己所学到的技能应用到实际工作中.

I am seeking a software engineering internship position this summer. After nearly a year of study at USC, I hope to join an internet company during this holiday and apply the skills I have learned to practical work.

在本科阶段,我就是学校里的佼佼者.我不但成绩优异,也拥有实际工程能力.参加的”RFID **Intelligent Warehousing System**”项目收获了非常多的奖项.作为班长带领班级获得了诸如” Excellent class of Beijing”的奖项,这体现了我的领导力.在USC的一年,我作为转专业的学生依然收获了高绩点.参与**Event Center 与 PSGAME Online Shop两个软件开发项目提高了软件开发能力.现在,我认为我已经可以胜任一份software engineering的实习工作.**

At the undergraduate level, I was on of the most successful students in the school. I not only had excellent grades, but also showed practical engineering skills. The "RFID Intelligent Warehousing System" project had won many awards. As the class leader led the class to obtain many awards such as "Excellent class of Beijing”, which reflected my leadership. In the USC year, I still earned high grades. Participating in the software development projects of Event Center and PSGAME Online Shop improved my software development skills. Now, I think I can already do an internship in software engineering.

与所有对生活充满激情的年轻人人一样,我希望我的工作不只是我的谋生的方式,更应该是一件能够让我全身心投入的事情.写代码对于我而言,似乎更像一种有趣的游戏.我不但通过写代码丰富自己的简历,提高自己的工作能力,也能在这个过程中找到快乐,感觉到自己的价值.这也是我从通信工程专业转而来到美国学习计算机的原因.我会将这份热情继续带入到实习与工作中.

Like all young people who are passionate about life, I hope that my work is not just a way of making a living. It should be something that will make me devote myself. For me, software programming is more like an interesting game. I not only enrich my resume and improve my work ability by programming, but also find happiness in this process and feel my own value. This is also the reason that I transferred from communication engineering to learn computer at United States. I will continue this enthusiasm into the internship and work.

1. 在前一段时间,我利用java开发了一个可以根据地理位置获取附近事件的event center系统, 这是因为虽然我们已经有了ticket Master,但是我认为它的页面太丑了,也缺乏人性化的服务,因此我增加了一个content-based recommendation system. 同时改善了它的页面,这样会对用户有更好的吸引力.在这个系统中因为业务比较简单,我采用了POJO来开发JAVA的servlet,没有应用复杂的框架,但我对它呈现的效果还是感到满意.

Some time ago, I used java to develop an Event Center system that can get nearby events based on geographic location. This is because although we already have a ticket master, I think its page is too normal and lacks humanized services. So I added a content-based recommendation system, also improved its page, which will be more attractive to users. Because the business is relatively simple in this system, I used POJO to develop JAVA servlets, no Applying a complex framework. I am satisfied with the effect it presents.

1. 后来,我又开发了一个二手游戏交易网站.这是因为我注意到,在中国,二手游戏交易的体系非常完善,但在北美,并没有一个大型网站专注于此.为了开发这个项目,我使用了spring framework,这是因为它的业务逻辑比较复杂.spring的一些技术可以减少代码量与开发难度.hibernate被用来组织数据库与数据库接口,这也是因为它的数据关系太复杂了.spring MVC配合JSP能够很好的组织起路径跳转的逻辑.而spring web flow则很适用于结账这种非常模式化的流程.现在在这个网站上买二手游戏已经是很方便的一件事,如果有时间的话我还打算加入卖游戏的功能=可能下一个Bezos就这么诞生了?

Later, I developed a second-hand game trading website. This is because I noticed that in China, second-hand game trading is common, but in North America, there is no large website focuses on this. In order to develop this project, I used the spring framework, because its business logic is much complicated. Spring's technology can reduce the amount of code and development difficulty. Hibernate is used to organize the database and database interface, which is also because its data relationship is too complicated. Spring MVC and JSP can well organize the logic of page rooter. Spring web flow is very suitable for the very modest process of checkout. At this moment, it is very convenient to buy second-hand games on this website. If have time, I also intend to join the function of selling second-games. Maybe the next Bezos was born?

Developed a Spring Boot web backend system for users to create and manage projects which separates into three modules: management module, retrieval module and broadcast module. Accomplished features such as creating and managing projects in management module, task retrieval in retrieval module, and push/pull functionalities in broadcast module. Used Spring Cloud tools including Eureka, Zuul, Feign to manage the micro services, Kafka to send  
information between modules, WebSocket to push messages to client. Implemented a BinLog Listener System to get data changes form MySQL and build in-memory indexes for information retrieval.