JIAQI QIN

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OBJECTIVE

To obtain a software engineer internship that will utilize my hand-on skills and. A 3.88 GPA throughout my graduate studies, as well as various industrial experiences, attests to my hard work and passion for the software industry.

EDUCATION

08/2017-Present San Jose State University, San Jose, CA

M.S. Software Engineering, Expected graduation May 2019.

09/2015–06/2017 Linköping University, Linköping, Sweden

M.S. Computer Science, LiU-HIT Joint Program.

08/2011-07/2015 Harbin Institute of Technology, Harbin, China

B.E. Internet of Things Engineering.

INTERSHIPS/RESEARCH EXPERIENCE

09/2017-Present Research Assistant, San Jose State University, San Jose, CA

- Worked on *Illegal Dumping Smart City Project* for San Jose City, collecting real time camera data to apply machine learning technology to detect street illegal dumping and facilitate decision-making.
- Took responsibility for developing cloud services to integrate data communication, analysis and security modules.

01/2017-06/2017 Thesis Research Intern, ABB Corporate Research, Västerås, Sweden

- Acted as thesis worker in ABB Industrial Internet of Things (IoT) team, utilizing cloud computing technology to facilitate robotics learning and knowledge sharing.
- Proposed architecture of *Cloud Skill Store* to share robotics skills, reusable for different work stations. Empowered ABB industrial robots to switch working object by simple query and configuration on demand.

03/2015-09/2015 Software Engineer Intern, Alibaba Group, Hangzhou, China

- Acted as iOS developer in Mobile Taobao team, developing modules of Sale, Shopping Cart and Product Details.
- Developed mobile user interfaces for "Double 11 Global Shopping Festival".
- Designed and implemented *Blind Watermark Kernel* for watermark embedment and retrieval, reaching 97% recognition rate, even if the original image was up to 30% damaged, and reducing consuming time by 80%.
- Developed imaged-based product sharing for Mobile Taobao. With Blind Watermark Kernel, the URL of a sale page was invisibly encrypted into an image for facilitating products exposure.

07/2014-09/2014 Software Engineer Intern, Sina Weibo, Beijing, China

- Acted as mobile developer, designing cross-platform framework for 5 modules of Weibo app (Android and iOS).
- Developed weather plug-in and user feedback modules.

SELECTED PROJECTS

08/2016–12/2016 Buddy Watch for JetUI, Zenterio AB, Linköping, Sweden

- Acted as architect to lead a team of 37 people, developing an interactive portal for Zenterio AB in Sweden, providing brand new experience of watching movies on TV synchronously with friends, with remote controls in mobile devices.
- Designed architecture for server, mobile and TV top box based on Node.js, Backbone.js and Cordova, defined interfaces and protocols, and implemented critical modules of message synchronization and communication.

09/2014-06/2015 HIT-MW Handwriting Cloud, Harbin, China

- As Bachelor Final Project, developed cloud platform for handwriting recognition based on Docker and Django.
- Designed third-party SDK and developed cloud-based Android handwriting application.

06/2013-07/2014 WI Input Method, HIT Research Center of Language Technology, Harbin, China

- Acted as Research Assistant in *HIT Web Intelligent Lab*, developing a Chinese input method on mobile devices, implemented new GUI of T9 keyboard, inner-sentence editing and blind typing with vocal or vibrational feedback.
- Launched the product on both platforms of Android and iOS in 2014, reaching 500,000 users until now. (Downloads available on WI official website, App Store and major Android stores in China)

PROFESSIONAL SKILLS

Proficient Languages: Java, C, JavaScript, OC, Swift, Python

Platforms & Techniques: iOS, Android, Node.js, Spring, MySQL, MongoDB, Docker

Courses: Database, Algorithm, Design Pattern, Network

Productivity: Xcode, IntelliJ Idea, Eclipse, PyCharm, Visual Studio, Git