XIAOZHENG(WILL) GUO

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EDUCATION

Tufts University

 $Medford\ MA$

M.S. in Electrical & Computer Engineering, GPA: 3.64 / 4

 $Sept.\ 2016$ - Now

East China University of Science and Technology

Shanghai China Sept. 2011 - July. 2015

B.S. in Physics, GPA: 3.3/4 (top 10%)

TECHNICAL STRENGTHS

Programming Systems & Tools Java, Python, C/C++, MatLab, XML, SQL, Java Script, HTML, CSS Linux, GIT, Vim, TCP/IP, MySQL, MongoDB, Atom, Android Studio

Courses Taken

Algorithms, Data Structures, Computer Commun Network, Database,

Web Programming, Digital Image Processing, Basis of Computer Engineering, C Program Designing, Operating System, Mobile Software Development

PROJECTS

Time Steward Android App | Android Studio, Java, Node.js, MongoDB

Sep. 2017 - Now

This is the project our team is currently working on. TimeSteward is an Android app that can help people keep focus. It monitors the usage time of apps selected by the user by using android.app.usage API, the user can also set a total time limit for one day. If the usage time is larger than the limit, the app will pop a notification to remind the user to keep focus. Users need to sign in our server, and their total usage time will be store in our database, so that we can provide a ranking by comparing the usage time of each user.

Checkout: https://www.gitbook.com/book/kwang-xguo-mob/kwang-xguo-mob-notebook/details

3D Facial Modeling & Reconstruction Program | MatLab

April. 2017 - May. 2017

Designed a simple 3D Facial Modeling & 3D reconstruction program on the basis of some Computer Vision research paper. The program takes as input a portrait photo, using erosion-dilation algorithm and Gaussian filters to detect and crop facial area automatically. After that, the program will do depth mapping according to facial feature locations. Finally, a rough 3D facial model can be generated by the program.

Buffer Layer and Heap File Layer of DBMS | C, GCC, Makefile

April. 2017 - May. 2017

Implemented a prototype of a Buffer Layer and Heap File Layer of Database System. The Buffer Layer interacts with the file system to create and delete files, and subsequently open and close them and allocate new blocks when needed. The files are read into the buffer one page at a time, and the pages are maintained in it and moved out only when the buffer is full. The Heap File Layer implements the abstraction of files. Each file consists of a number of blocks. This layer allows the application to access a file sequentially without knowing whether each block resided in the buffer or on disk.

 $Checkout: github.com/Will-GXZ/Database_{P}roject$

Simple Car Service Web App Front End | HTML, CSS, JavaScript

Mar. 2017

Using a Google Maps API and JSON to share users' geolocation to each other. The web page communicates with the server via XMLRequest Object. Basically, the user (passenger or driver) can see the location of other users in the map, and the user is also sending his(her) own location data to the server. Check out:

https://github.com/Will-GXZ/comp20-assignments-and-labs/tree/master/assignment2/notuber

HTTP Proxy Server | Python2.7, HTTP, TCP/IP, Socket, WireShark

Dec. 2016

Designed a simple HTTP proxy server socket program by using Python. It can store web cache in dedicated file structure, and can handle multiple objects from different hosts.

Checkout: https://github.com/Will-GXZ/Others/tree/master/ProxyServer

Grep-like Index And Search Program | C++, Clang++, Makefile

Dec. 2016

Designed a program similar to the Unix built-in command "grep". User can input a word he/she wants to search in a directory and specify "case-sensitive" or "case-insensitive", then the program will traverse the file tree in the specific directory, index every file that it finds in the tree in Hash table, the program will output the directory/filename and the line number where the word occurs.

Checkout: https://github.com/Will-GXZ/DataStructures/tree/master/UnixSearchProgram