Zhihong **Ren**

software development engineer

about

1440 Wake Forest Dr
Room 303C
Davis, CA, 95616
5304003369
zhren@ucdavis.edu
github.com/william-ren

languages

C++/C
Java, PHP
XML, HTML
SQL, MySQL
JavaScript
Ajax, VHDL
Prolog, Lisp

software

Xcode, Eclipse
phpMyAdmin
Linux, Matlab
Visual Studio, Latex

courses

Machine Learning
Data Structure
Computer Architecture
Prog Language
Operating System
Embedded System
Computer Vision
Database
Building Dynamic Web

objective

Seeking in entry-level position in software development engineering utilizing my skills to contribute to the success of the company.

education

since 2014 **M.S.** candidate in Computer Engineering — Major GPA: 3.7/4.0
University of California, Davis

2010–2014 **B.S.** majoring in Electrical Engineering — Major GPA: 3.3/4.0
Shanghai Jiao Tong University

experience

01–03 2015 **University of California, Davis** — Teaching Assistant
Course: Intro to Computer Vision

09–12 2014 **University of California, Davis** — Teaching Assistant
Course: Embedded Computing System

01–06 2014 **Ericsson Inc. in Shanghai** — Software Engineer Intern
•Modeled mathematically 2G/3G systems in Dallas(Testing software)
•Upgraded Dallas compatible with 4G wireless network

projects

09–12 2014 **License Plate Recognition on Android Platform** — coded in Java
As one of the two developers, we designed and implemented location, characters segmentation and match algorithm. Increased match accuracy by 40% by optimizing the edge detection algorithm .

03–06 2015 **Basic Linux Shell Implementation** — coded in C++
•Implemented basic Linux commands and application execution.
•Implemented input(output) redirection, including pipes between executed applications

2013–2014 **Wavelet Clustering Analysis Based Approach to Detect DDoS Intrusion**
•Selected key features and gridded the mega dataset.
•Applied wavelet transform to dense the potential clusters.
•Reduced false rate by calculating the entropy and labeling each group, leading to 96% accuracy.

03–06 2013 **Implementation of Virtual Machine API** — coded in C++
•Implemented a multitask kernel using priority-based scheduling algorithm.
•Implemented a protected memory-management system supporting paging, swapping and relocation operations.
•Mounted FAT file system and implemented access interface.