

Xinghao Zhou

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Job preference: Software Development Engineer

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EDUCATION

Carnegie Mellon University, USA

- *Master of Science: Electrical and Computer Engineering* Sep. 2015 – Dec. 2016 (Expected)

University of Electronic Science and Technology of China (UESTC), Chengdu, China

- *Bachelor of Engineering: Computer Engineering* Sep. 2011 – Jul. 2015
- GPA: 3.86/4.0; Rank: 18/619

SKILLS

- *Computer Languages:* Java, Python, C++, C, bash, awk, JavaScript, JQuery, HTML, CSS, Scala
- *Database:* MySQL, PostgreSQL, MongoDB
- *Familiar Areas:* Cloud Computing, Distributed Systems, Map/Reduce, Hadoop, Spark, AWS, Web Development, Machine Learning, Operating System

PROFESSIONAL EXPERIENCE

AWS-Based Tweeter Analytics Web Service

Sep. 2015 – Dec. 2015

- Developed ETL process over a 1-TB data set by using **Hadoop Map/Reduce** and then validated the results.
- Developed a scalable RESTful web application in Java Servlet and Apache HTTP Server. Distributed the workload evenly among multiple EC2 instances by using a **load balancer**. This system can handle up 15,000 request per minute.
- Optimized the MySQL database by applying **partition** technique, modifying the **cache** and refining the **schema**, which result in increasing the throughput by 25% compared to the previous design.

Distributed System Communications Infrastructure

Feb. 2016 – Mar. 2016

- Developed a distributed infrastructure for maintaining configuration information, naming, providing distributed synchronization, and providing group services.
- Developed a "MessagePasser" object including the "send" and "receive" APIs through which communication will pass between processes.
- Implemented **Mutual Exclusion** by using Maekawa's Algorithm to ensure the concurrency control of the system.

Building a Multi-player Online Web Game by Django

Oct. 2016 – Dec. 2016

- Developed a web application by Django which included the implementation of a user management system, the use of web socket (channels) and the use of the new features in HTML5.
- Used web socket to achieve real time communication among web users. Implement a mutual exclusion mechanism (Token passing in a ring structure) to handled concurrency and consistency issues.
- Developed a game engine to provide the Object Oriented Programming support in Javascript for creating the characters, maps and events.
- Used **Nginx** as the server to deployed it in AWS EC2 instances.

P2P Application – Peer to Peer Pair Programming (P2P3)

Feb. 2016 – May. 2016

- Built an collaborative coding tool which enabled multiple users to edit a same file concurrently upon a **Peer-to-peer network**, using **Python** as the implementation language.
- Structured the network as a **ring**. All the nodes and objects could be accessed through a 128-bit **GUIDS** which generated by SHA-1 hash. Applied **Pastry**, a prefix routing approach as the routing algorithm.
- Implemented **woot**, which is an algorithm that inherently ensures reliable merge of documents.
- Provided the support for online compiling of some languages (C, C++, Lua, Python, and Ruby.)

Movie Recommendation System Implemented By Using Spark

Mar. 2016 – Apr. 2016

- Using over 500 000 user's rating of movies from Movielen as the data sample, divided it into training set, validation set and test set.
- Applied **ALS** algorithm and AWS EMR to run **Spark** to analyze these sets of data.