# Chi Zhang

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# **Objective**

#### **Software Engineer / Research Scientist**

### **Education**

#### Ph.D.

in Computer Science, University of Pittsburgh

Expected 2020

B.E

in Computer Science, Xidian University, China

Jun 2014

# **Experiences**

Facebook, Menlo Park, CA

PyTorch Glow Runtime Team, Software Engineer PhD Intern

*May-Aug* 2018

Google, Mountain View, CA

Google Payments Infrastructure, Software Engineer PhD Intern

May-Aug 2017

Bosch Research and Technology Center, Pittsburgh, PA

Private and Security Team, Research Engineer Intern

*May-Aug* 2016

# Significant Project

#### **Transactional Row-Column Store DBMS**

- Designed and implemented a transactional DBMS that supports aggregated query and concurrent execution of transactions.
- Employed Strict 2-Phase Locking to ensure serializability. Adopted an undo recovery/no-redo strategy to achieve atomicity. Utilized wait-for graph to meet dead lock detection.

## Mini-Google: Document Indexing and Querying

- Effectuated a simple Map-Reduce framework based on RPC to index and search large documents.
- Delivered a replicated and reliable client/server model, consisting of: the client, the server (with indexing and querying masters), the helpers (for mapping and reducing), and the name-server (for name resolution)

## **Live Code Update Strategies for Energy Harvesting Devices**

- Explore efficient live update strategies for code images of IoT devices in energy harvesting environment
- Proposed a novel strategy based on in-place code updating and code trampoline. It effectively eliminates system down time and minimizes resource demands for updates.

# **Technical Strengths**

**Languages** C++/C, Java, Python

**Systems** Dedicated to Unix/Linux developing environment; Skilled with GDB debugging

**Tools** CUDA, OpenCL, Caffe, PyTorch, Guice, Protocol Buffer

**Others** Solid algorithms skills, Computer Systems concepts (e.g. I/O system, compiler,

organization)