

# Zhuang Haoqi

Github : <https://github.com/Zhuanghq7>

admin@zhuangh7.cn  
15355298095

|                  |   |
|------------------|---|
| EDUCATION        | <b>Dalian University of Technology</b><br><i>Bachelor of Engineering</i> , Cyber Engineering<br>2014.9 - 2018.6   |
| TECHNICAL SKILLS | <b>Languages :</b> Java, C#, JS<br><b>Database :</b> SQLite, Elasticsearch<br><b>Tools/Framework :</b> Angular, Spring, Android, RabbitMQ<br><b>Familiar :</b> Python, C++, HTML, CSS<br><b>General :</b> Data Structures, Algorithm, Object Oriented Programming, Machine Learning Basic Algorithm   |
| EXPERIENCE       | <b>Citigroup Services and Technology (China) Limited(CSTC) Analyst</b><br><b>Jul 18 - Oct 18</b><br>Analyst is the first title of newcomers in the financial industry<br>I work there as a web developer, use ELK, Angular and RabbitMQ   |
| PROJECTS         | <b>Runtime information visualization system based on ELK technology stack and c# advanced programming</b><br><b>Feb 2018</b><br><br>A C# based program develop kit. Using C# reflection and dynamic programming make the develop kit very easy to install and enable. In order to avoid modifying the original code as much as possible, I used c reflection and dynamic programming technology. It's very easy to enable the kit by adding c attribute before any origin function. And the user can quickly see dynamic visualization of date on the web page. <ul style="list-style-type: none"><li>• <b>Technology/Tools:</b> C#, RabbitMQ, Elasticsearch, Kibana, Logstash</li><li>• <b>Link :</b> <a href="https://github.com/Zhuanghq7/ZProgramMonitor/tree/master">https://github.com/Zhuanghq7/ZProgramMonitor/tree/master</a></li></ul><br><b>Distributed storage network disk</b><br><b>Jun - Jul 2016</b><br><br>This is a network cloud disk program that implements load balancing and downtime processing through the master and slave nodes.<br>The program mainly provides file storage, download, and rename service.<br>And provide a GUI window for users to easily use. <ul style="list-style-type: none"><li>• <b>Technology/Tools:</b> Java</li><li>• <b>Link :</b> <a href="https://github.com/Zhuanghq7/Cloud.Storage.Server">https://github.com/Zhuanghq7/Cloud.Storage.Server</a></li><li>• <b>Link :</b> <a href="https://github.com/Zhuanghq7/Cloud.Storage.Client">https://github.com/Zhuanghq7/Cloud.Storage.Client</a></li><li>• <b>Link :</b> <a href="https://github.com/Zhuanghq7/Cloud.Storage.Node">https://github.com/Zhuanghq7/Cloud.Storage.Node</a></li></ul><br><b>TerrariaPlayStation</b><br><b>Sep 2016</b><br><br>This is an Internet platform program for multiplayer online games. Terraria is LAN game which give users the right to connect their friends via IP address. But not every family has its own public IP. This platform can help everyone to play via a third-part server and help players to play smoothly together. <ul style="list-style-type: none"><li>• <b>Technology/Tools:</b> Java</li><li>• <b>Link :</b> <a href="https://github.com/Zhuanghq7/TerrariaPlayStation">https://github.com/Zhuanghq7/TerrariaPlayStation</a></li></ul> |
| INTERESTS        | <ul style="list-style-type: none"><li>• Cloud Computing</li><li>• Data Analysis</li><li>• Machine Learning</li><li>• Distributed Systems</li><li>• Android</li></ul>  |