Yanqing Zhou

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OBJECTIVE

Looking for challenging role in the field of Java, Android, iOS or C++ programming.

PROFESSIONAL WORK EXPERIENCE

Software Engineering II, Cisco, Boxborough, MA, USA Mar 2014 – Oct 2016

Worked in the AnyConnect Scrum teams, developing cross-platform Virtual private network (VPN).

- Optimized Profile Editor to meet higher security standards, better user interface experience and new features utilizing NetBeans, Java-swing and XML-schema.
- Enhanced Logging system, Diagnostics and Reporting Tool (DART), AnyConnect Identity Extensions (ACIDex) to improve software trouble shooting experience on Desktop ends using Java, C++ and MFC.
- Augmented Connection Statistic, Diagnostics module, Localization and GUI module on Mobile ends to improve user experience by utilizing Android SDK and Objective-C.
- Tuned the AnyConnect setup configuration module for better integration with the new GUI, new feature and solve the Windows resolution issue by using HTML, CSS and JavaScript.
- Integrated the Open DNS component into AnyConnect and implemented JRE detecting function utilizing Advanced Installer.
- Worked with multi-cultural teams in various aspects of the product such as QA, documentation, marketing and escalation handling.
- Remotely guided international group members (India) through enhancement cases.
- Managed and integrated source code by Perforce. Reviewed and observed code by Smartbear.

TECHNICAL SKILLS

- **Programming**: Java, Objective-C, C++, Matlab, Visual Basic, HTML, C#, JavaScript, Python, R.
- **Operating Systems**: Android, iOS, Windows, Mac OS X, Linux.
- **Big Data**: Hadoop, Spark, Weka, Data mining, Machine Learning.
- **Toolkit Packages**: Android SDK, Hololens API, JDBC, Java Swing, MFC, Junit, XML schema.
- **Source Control**: Perforce, Smartbear, Git, Github, BitBucket, SVN, Maven.
- **Integrated Development Environment**: Eclipse, IntelliJ, Visual Studio, JavaBeans, Xcode, Unity.
- **Databases**: Oracle 10g, Parse Cloud Database, MySQL.

PROJECTS EXPERIENCE

Boston Augmented/Mixed Reality meetup, Hololens Hackathon, Boston, MA

A simple "AudioShield" like AR game (Teamwork), June 2016 (2 days)

- Worked in a team of five for Hololens Hackthon competition.
- Implemented a simplified "AudioShield" game which allow the player move the cursor to defense the shooting bullets base on the music beats.
- Designed technical architecture and implemented by Unity Engine, Visual Studio and C#.

Worcester Polytechnic Institute, Computer Science Department, Worcester, MA

Big Data Analytics Research Projects (Teamwork), Fall 2013

- Created large artificial datasets to simulate Facebook customer profile, relationship and access log. Implemented eight Hadoop mapper-reducer functions to achieve data mining aims. For example: get the top 10 popular users. Played the team leader role.

- Designed and developed a data science protocol to predict currency rate. Researched Markov Chain Model for Machine Learning. Used Weka, R and Hadoop to execute function algorithm and deal with the collected financial data. Compared the efficiency and accuracy among different tools.
- Implemented the K-Means clustering algorithm and IF-IDF directly on top of Hadoop. Collected large amount of Twitter by web crawler. Test the performance of the algorithm and different variable settings. Try different sub algorithms, such as distance calculation. Analyzed the results for efficiency researching and improvement.

Indoor Wifi Localization and Outdoor GPS, Fall 2012

- Developed two GPS apps on Android by using Android Developer Tools (ADT), Android Location API (outdoor) and Signal Strength API (Indoor).
- The app displays geography position on the google map or Indoor map by collected local wireless and geography information as received signal strength (RSS), MAC address, latitude and longitude. Enhanced the data structure for higher efficiency.

Design of Software System: KombatGames, Spring 2012

- Worked in team and build up the server side of a Java-based competition game platform that consists a server to support 2 to 4 clients to play a multiplayer game simultaneously.
- Researched related socket protocols. Constructed and managed the database operating commands by JDBC and MySQL.
- Designed and specified related code implementation, Junit testing and integration testing.

Data Stream Management: Sensor Outlier Detection, Spring 2012

- Worked in a research group and developed a "sensor anomaly detection" system.
- Researched the anomaly detection technology in streaming environment.
- Implemented Streaming Half-Space Trees (HS-Trees) algorithms with Java and Maven on the Massive Online Analysis (MOA) framework for data stream mining.

EDUCATION

Worcester Polytechnic Institute, Worcester, MA — December, 2013
Master of Science in Computer Science

Georgia State University, Atlanta, GA — August, 2011
Master of Science in Bioinformatics

Central China Normal University, Wuhan Hubei, China — July, 2008
Bachelor of Science in Biotechnology

Honor: First-class of Award of Outstanding Bachelor's Degree