NAN CHENG

Final Year, Cryptography and Information Security

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MAIN EXPERIENCE

Game Client Engineer

Shanghai Joywhale Technology Co., Ltd

📅 March 2014 – November 2015   📍 Shanghai, China

Developed a mobile game (similar to Dot Arena) from scratch.

- Developed the game framework, including the display module, sound module, communication module, code management module, hot-update module, resource management module, etc.
- Responsible for developing all game features as required, and made further performance optimization.
- Developed the test framework, planted third-party SDKs (data tracking, payment system) into the game.

Technical Support Engineer

Shanghai Putao Technology Co., Ltd

📅 December 2015 – May 2017   📍 Shanghai, China

- Reconstructed a badly implemented game (Bandari's Beats), adding new core features.
- Developed supporting tools (app packaging tool, hot-update managing tool, etc). Encapsulated various SDKs generally used among game developers. Researching promising AR SDKs such as Easy AR, Void AR, and Vufuria AR; Shifting games developed on iOS platform to Android platform.
- Collaborated with three different departments to develop a new motion-sensing game. Brought project to completion with coordination and technical support.
- Built and tested slua-unity framework, while reconstructed Cube-tastic using this framework.
- Transfered to the data centre department, to participate in the design and optimization of the fundamental framework on data processing.

Technical Manager

Shanghai Votance Intelligent Technology Co., Ltd.

📅 December 2017 – July 2018   📍 Shanghai, China

- Recruited and built a team of professionals in the field of AI.
- Determined the overall research and development direction of AI group. Coordinated with IT and hardware department, and assigned tasks accordingly.
- Designed and developed the software that controls the intelligent vending machine.
- Researched efficient and accurate algorithms, that discern every sale based on camera data.

RESEARCH

Masters Student

Fudan University 📍 Shanghai, China

📅 September 2018 - Present

- Oblivious transfer technology and general MPC solutions.
- Secret sharing, PSU/PSI-CA problems.

PREPRINTS

- (Prepint) An efficient approach regarding two-party private set union/intersection cardinality

AWARDS

- Second place in the 2019 National Cryptographic Algorithm Competition.

SKILLS

C++   Python   Lua   Java

EDUCATION

Cryptography and Information Security, MSE expected (July, 2021)

Fudan University 📍 Shanghai, China

📅 September 2018 – Present

Computer science and technology, B.E.

Jiangxi Agricultural University

📍 NanChang, China

📅 September 2008 – July 2012

RESEARCH INTERESTS

- Privacy-preserving Computing
- Applied Cryptography
- Computer Systems and Software Security