

959 Rich Ave, Apt#10  
Mountain View, CA 94040  
Tel: 412-916-6539

# Kailiang(Bright) Chen

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

Email: [kailiang.chen@sv.cmu.edu](mailto:kailiang.chen@sv.cmu.edu)

Website: [www.kailiangchen.me](http://www.kailiangchen.me)

## OBJECTIVE

To obtain a full time software developer position utilizing my skills in **Mobile, Cloud and Backend**.

## EDUCATION

**Carnegie Mellon University**, Pittsburgh-Silicon Valley / Aug.2014 – Dec.2015 (Expected)

*M.S. of Information Technology, Mobility, Information Network Institute*

- **Courses:** 15619 Cloud Computing/ 15640 Distributed System /15213 Intro to Computer System  
14837 Java Smart Phone(Android) / 14836 Mobile Game Development(iOS) / 14839 Mobile Ecosystem  
18797 Machine Learning for Signal Processing / 95706 OOAD / 14740 Computer Networks

**Fudan University**, Shanghai, China

/ Sept.2005 – Jul.2008

*M.S. of Electronic Engineering, Image Processing & Artificial Intelligence Lab*

**Fudan University**, Shanghai, China

/ Sept.2001 – Jul.2005

*B.S. of Electronic Engineering, Excellent Graduate Student*

## SKILLS

Programming: **Java/C++**(Proficient) C/Matlab/Ruby(Intermediate) Objective-C/HTML/CSS/Javascript/Python(Beginner)  
Knowledge: **Android/AWS/Hadoop**/OOA&D/MySQL/JDBC/Servlet/JSP/Web/HTTP/Machine Learning/Computer Vision

## WORK EXPERIENCE

- **Mobile Software Engineer Intern, NVIDIA(HQ), Mobile(Tegra) Software Department** | June.2015 – Aug.2015
  - ◇ Research, design and implement new visual computing features on Android Shield tablet and game console
- **Mobile Software Engineer, SONY Japan(HQ), Software Design Group/Cloud Service** | Nov.2008 – June.2014
  - ◇ Design and develop **user & system app, framework** for **Android/Linux** hybrid system for next-generation cameras, providing photography application download service and connection with Smart Phone, Tablet, Smart Watch

## WORK PROJECT

- **SFM based 2D/3D Reconstruction Android App** - **NVIDIA** | June.2015 – August.2015  
Responsibility: (Java - JNI- C++)
  - ◇ Researched and deployed **Structure from Motion** algorithm pipeline using Android NDK/open source libraries
  - ◇ Designed and implemented a **3D Photo Generation Android App** using OpenGL ES/OpenCV on Tablet
- **Playmemories(Android) Camera Apps** - **SONY(Japan)** | Nov.2008 – June.2014  
<https://www.playmemoriescameraapps.com/portal/> (Official Website)  
<https://www.youtube.com/watch?v=3II4EBcIlOQ> (CM)  
Responsibility: (Java - JNI- C++) (worked on three teams - user app/system app/platform)
  - ◇ Designed and developed **connecting/recording/editing user application** such as SmartRemote, TimeLapse, etc.,
  - ◇ Designed and developed **system application** such as Launcher, Market, AppManager, Keyboard, etc.,
  - ◇ Designed and upgraded **platform features** for PackageManagerService, ActivityManagerService, WifiService, etc.,

## ACADEMIC PROJECT

- **PicKick - a Cloud-based Photo/Video App (Android/HTTP/MySQL + MongoDB) - CMU, 14837 Java Smart Phone**
  - ◇ Designed and implemented a cloud-base photo/video web service for remotely storage and search using Android client(AsyncTask/ContentProvider/SQLite) - HTTP/JSON - Web Service(MySQL/MongoDB) and Google Map API v2.
- **Car Configuration Client/Server Application (Java/Servlet/JDBC/MySQL) - CMU, 14837 Java Smart Phone**
  - ◇ Designed and implemented a client-server system for a car configuration application similar to <http://www.kbb.com/> in Java using Apache Tomcat, JSP, Servlets, JDBC/MySQL(CRUD) with OOP design principles.
- **Twitter Analytic RESTful Web Service (Java/Python/MySQL/HBase + AWS) - CMU, 15619 Cloud Computing**
  - ◇ Designed and implemented large-volume data(1TB) processing web service using WebApp + ETL(JSON) + MySQL/HBase, which provides high-throughput demanding queries, using Amazon Web Service(EC2, S3, ELB, ASG, etc.,)
- **Map-Reduce Engine (Java) - CMU, 15640 Distributed System**
  - ◇ Designed and implemented a simplified **Map-Reduce** and **HDFS** Framework which is similar to **Hadoop**, comprised of JobTracker, TaskTracker, Mapper/Reducer/Combiner and can process large volume data in a distributed environment
- **RMI(Remote Invocation Method) Facility (Java) - CMU, 15640 Distributed System**
  - ◇ Designed and implemented a facility similar to Java RMI, object method can be looked up and remotely invoked
- **SpaceMonkey - a iOS Shooting Game (Objective-C) - CMU, 14836 Mobile Game**
  - ◇ Designed and implemented a 2D infinite shooting game on iPhone & iPad using Cocos2D and SpriteBuilder engine