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# Kailiang(Bright) Chen
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## 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 OOA&D / 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/Amazon AWS/Hadoop/**OOA&D/MySQL/iOS/Web/HTTP/Neural Network/Computer Vision

## 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(AsynTask/ContentProvider/SQLite) - HTTP/JSON - Web Service(MySQL/MongoDB) and Google Map API v2.

➢ **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

➢ **MiniSQL Database Engine (C++) - *CMU, 15615 Database Application***
  ◇ A MiniSQL which supports creating table, B+ tree index creating, selecting from, insert, delete records queries library.

➢ **Cached Web Proxy (C++) - *CMU, 15213 Intro to Computer System***
  ◇ Designed and implemented a multithread Web Proxy based on HTTP 1.0 with LRU Cache.

## WORK EXPERIENCE

➢ **Mobile Software Engineer Intern, NVIDIA(HQ), Mobile(Tegra) Software Department** | *June.2015 – Aug.2015*
  ◇ Research, design and implement new visual computing features for Camera App on Android Shield tablet

➢ **Mobile Software Engineer, SONY Japan(HQ)，Common Software Department** | *Nov.2008 – June.2014*
  ◇ Design and develop **app/framework** software on **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) Smart Camera Apps - *SONY(Japan)*** | *Nov.2008 – June.2014*
  https://www.playmemoriescameraapps.com/portal/ (Official Website)
  https://www.youtube.com/watch?v=3Il4EBcilO0 (CM)
  Responsibility: (Java - JNI - C++)
  ◇ Designed and developed features(UI/Core Service/Network, etc,.) on **framework and application**(> 20 apps released)
  ◇ Designed and developed large-scale common software hybrid platform using **OOA/OOD, MVC, Design Patterns**
  ◇ *Japanese Good Design Awards 2013/ Sony Imaging Group Challenging Awards 2012(Top 3)*