

Yingxi Cao

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EDUCATION

ECE Paris (École Centrale d'Électronique), Paris, France

09/2012-01/2015

Master's degree in Telecommunications and Networks

Coursework: CCNA, 2G/3G, Wireless, UNIX, APPLICATION Android, LAMP, Information System Security, Digital Communication

University of California, Irvine extension, CA, United States

08/2013

Exchange Program: Management and Manufacturing Training

Coursework: Global Business Management, Manufacturing Planning and Control (MPC)

Beijing University of Technology (BJUT), Beijing, China

09/2009-07/2013

Bachelor of Engineering in Computer Science and Technology

Awards: 4 year consecutive Learning Merit Scholarship (Ratio: 1/20)

Excellent Award in 2011 BJUT Mathematical Modeling Contest

BJUT-ECE Paris Exchange Student Scholarship (Tuition Waive) (Ratio: 1/200)

Coursework: Advance Language Programming, Data Structure and Algorithm, Computer Network, Databases, Operating System, Game Software Engineering, 3D Game Model Development

ACADAMIC EXPERIENCE

"Tag &Try" NFC App. Leading to No-Wait In Line Solution (Startup Project), mentor: Prof. Frank Biétrix

09/2013-02/2014

Research Group: 6 Graduates Majoring in Telecoms & Networks, Embedded Sys., Info. Sys., Financial Eng. respectively

Techniques Utilized: Ruby on Rails, NFC, RFID, BarCode, PhoneGap

Highlight:

- The quantity of employees in "Tag &Try" store was reduced by 20% compared with that in tradition store;
- Queuing algorithm provided customers with intelligent allocation of time, and guaranteed zero waiting time;
- 90% of work efficiency was enhanced, plus the real-time monitoring through web interface;
- The delay for the data communication between storeowner and customer is less than 3s.

Responsibility: core team member for the development of ruby on rails based server and database

- Organized the discussions on requirement analysis;
- Designed UML for the server using MagicDraw;
- Created whole project Postgres database, setup schema.rb;
- Employed waterfall development model to develop the ruby on rail server that retrieved the information from mobile clients, and sent it to web terminal of store manager in the form of json data, in addition to transmitting delivery status information of the merchandises identified by NFC and RFID to mobile clients;
- Uploaded the server to cloud application platform Heroku.

Voice Recognition Android Application Cooperating with Bouygues Telecom (Innovative Project)

09/2012-04/2013

Techniques Utilized: Android development, Bbox modem

Description: The function of voice control TV channel was implemented by Google API that served to transfer user's voice to text and then send it to Bouygues server; it only took 5s to finish the whole process.

Responsibility: User's requirement analysis, conception of UML, Android application development with Google API

Creation of a FPS Game with NeoAxis Open Source Game Engine

04/2010-07/2010

Responsibility:

- Work distribution, integration work, and technical support;
- Imported 3D models into NeoAxis engine and set the model action through NeoAxis interface.

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Result:

- Our works was finally selected for campus display;
- The game could be run on low configuration PC with either Windows or Mac platform.

Other Relevant Project Experience:

Maintain A Traveling Website through Framework Opencart for UTA-France	06/2015-/07/2015
Develop A Web Application with Github API using Playframework for Zengularity	11/2014-01/2015
Set Up An Interactive Voice Server (Asterisk Voice XML Programming, Trunks & Call Routing)	09/2013-12/2013
Design and Establishment of a Dual Band 2G Network under ATOLL	09/2013-12/2013
Admeasure Management Subsystem for Agricultural Auction: UML Design for Distribution Sys. B2B and B2C	09/2011-01/2012
3D Game Model Development (3D Max)	05/2010-06/2010

WORK EXPERIENCE AND INTERNSHIP

France Telecom-Orange Group (Orange Research & Development Beijing Co., Ltd), Beijing, China **07/2016- recent**

Position and Working Language: Engineer, English French Chinese

Research area: innovative application for smart city, digital solution to facilitate people's life

Duty: Requirements analysis, functional design, development of Android app and web portal, research of Fiware

Sherpa Engineering, Nanterre, France

10/2014-12/2014

Position and Working Language: Design and Development Engineer, French

Development Environment: Matlab Simulator, Excel

Duty: Improved functions of air-conditioning modules; designed user interface using Matlab script; database management.

PSA PEUGEOT CITROËN, VVB (EPCT/ADTH), Vélizy, France

03/2014-08/2014

Position and Working Language: Intern, French

Development Environment: Matlab Simulator, Excel

Duty: Integrated ADTH, TMO and PFC_MOVE model into a unit; input right configuration data and tested it in simulink; evaluated the compatibility, identification of "variants" inside different models and develop input interface.

UNESCO, Paris, France

05/2013-07/2013

Position and Working Language: Intern, English & French

Techniques Utilized: HTML, PHP, Javascript, css, zen, sass, XML, Drupal, Facebook API, YouTube API

Duty: Develop and ameliorate functions of UNESCO web using Drupal framework like improving the display mode of the menu; creating the infrastructure for the columns of 'projects' and 'partners'. Develop UNESCO youth Facebook application.

OTHER INFORMATION

Language: Chinese (native), English (fluent), French (fluent, Passed DELF B1 level)

Programming Language: C, C++, Java, HTML, PHP, CSS, JavaScript, Matlab Script, OpenGL

Database: MySQL, SQLite, POSTGRE SQL

Framework: MVC (LAMP, Ruby on Rail, Play); CMS (Drupal, Opencart)

Platform and Software: Heroku, Git, Android, LATEX, Eclipse, Netbeans, Matlab, Unix, 3D Max, Flash, Photoshop

Modeling: UML

Network: TCP/IP, WLAN, GSM, 3G/3G +, LTE, 6LowPAN, UMTS, GPRS, COIP, Network CPL, TNS, DSP