

OBJECTIVE

I'm a 2016 FALL CS student and seeking software engineering intern summer 2017.

EDUCATION

Sept 2016 to June 2018	University of Southern California , Los Angeles, US Master's Degree in Computer Science (GPA 4.0/4.0)
Sept 2012 to June 2016	Nanjing University of Posts and Telecommunications , Nanjing, China Bachelor's Degree in Electrical and Computer Engineering (GAP: 3.8/4.0)

TECHNICAL SKILLS

Programming Language:	JAVA, Python, C++, HTML, MATLAB, \LaTeX
Other Technologies:	MySQL, DynamoDB, J2EE, Hadoop, Spark, Apache, Linux

RESEARCH EXPERIENCE

May 2014 to Mar 2015	Energy Efficient Resource Allocation in Cloud Data Centers (Individual Project) <ul style="list-style-type: none"> Proposed a probabilistic adaptive overload detection based on central limited theorem to trade off power cost and Service Level Agreement (SLA) cost Transformed dynamic VM consolidation into an optimization problem Evaluated the scheme by CloudSim and the results reduce about 77.5%-82.4% migrations and save up to 39.3%-42.2% power consumption compared with First Fit Decreasing Publication: <u>Qi Chen</u>, Jianxin Chen, et al. "Utilization-based VM consolidation scheme for power efficiency in cloud data centers," in Communication Workshop (ICC), 2015 IEEE International Conference on, pp.1928-1933, 8-12 June 2015 APA (EI) Techniques Used: Java, CloudSim, Heuristic Function, Optimization Search
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SELECTED PROJECTS

Jan 2016 to Mar 2016	Automatic Collision Avoidance in Vehicle (Individual Project) <ul style="list-style-type: none"> Developed a Collision Avoidance System where toy cars can avoid collision by automatic control of their speed and the distance from neighboring cars Designed my own toy car using 3D-printing and integrated hardware units into toy car Developed a following car module where toy cars follow the front car including making turns and adjusting speed Techniques Used: C++, Arduino, hardware
June 2015 to Nov 2015	Flexible Rehabilitation System Based on Wearable Computing (Team project) <ul style="list-style-type: none"> Designed a three-dimensional wearable human motion capture module with Kinect SDK Applied extended kalman filter to improve the accuracy and stability of motion tracking Techniques Used: Kinect SDK, C++, kalman filter
June 2013 to Oct 2013	Online Intelligent Social Network APP on Android Platform (Team project) <ul style="list-style-type: none"> Implemented self-designed User database tables based on MySQL Developed several online basic Social Network's functions via J2EE, including video chatting, social updates and commenting, etc Developed intelligent recommender system by users' affection, employing several machine learning algorithms Techniques Used: Java, Android SDK, Hibernate, Struts2, Spring, MySQL, JSON, Tomcat

Academic Achievements

Nov 2015	The Third Prize in Challenge Cup 2015 (most prestigious competition of science in China)
May 2014	The Best Student Award
Mar 2014	The Second-class Scholarship in 2013-2014 Academic Year (GPA TOP 5%)