

# Qi Chen

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OBJECTIVE	Seeking Software Engineering Internship for Summer 2017	
EDUCATION	<b>University of Southern California</b>	Aug.2016 - May.2018
	• M.S. in Computer Science    GPA: 4.0/4.0	
	<b>Nanjing University of Posts and Telecommunications</b>	Sep.2012 - June.2016
	• B.E. in Electrical and Computer Engineering    GPA:3.8/4.0	
SKILLS	<b>Programming Languages:</b> Java, Python, C++, Matlab <b>Web Technologies:</b> HTML/CSS, Javascript, J2EE, PHP, Apache, AJAX, JSON <b>Other Technologies:</b> SQL, Spark, Hadoop, Linux, Android SDK	
RESEARCH EXPERIENCE	<b>Energy Efficient Resource Allocation in Data Centers</b>	May.2014 - Mar.2015
	<b>Research Assistant</b> , Supervisor: Prof.Jianxin Chen <ul style="list-style-type: none"><li>Proposed a <b>probabilistic adaptive</b> overload detection based on central limited theorem to trade off power cost and Service Level Agreement (SLA) cost</li><li>Transformed dynamic VM consolidation into an <b>optimization problem</b></li><li>Evaluated the scheme by <b>CloudSim</b> and the results reduced about 77.5%-82.4% migrations and saved up to 39.3%-42.2% power consumption compared with First Fit Decreasing</li><li><b>Publication:</b> <b>Qi Chen</b>, Jianxin Chen, et al. "Utilization-based VM consolidation scheme for power efficiency in cloud data centers," in <i>Communication Workshop (ICC), 2015 IEEE International Conference on</i>, pp.1928-1933, 8-12 June 2015APA (EI)</li><li><b>Techniques Used:</b> Java, CloudSim, Heuristic Function, Optimization Search</li></ul>	
SELECTED PROJECTS	<b>Congress Information Search Web and IOS APP</b>	Sept.2016 - Dec.2016
	• Designed a web-based information system to search congress information based on <b>HTML5/CSS</b>	
	• Developed that application to <b>IOS</b> platform	
	• <b>Techniques Used:</b> HTML5/CSS, AJAX, JSON, Bootstrap, jQuery, AWS and IOS APP	
	<b>Rehabilitation System Based on Wearable Computing</b>	Aug.2015 - Sep.2015
	• Designed a three-dimensional wearable <b>human motion capture</b> module with <b>Kinect SDK</b>	
	• Applied <b>Extended Kalman Filter</b> to improve the accuracy and stability of motion tracking	
	• <b>Techniques Used:</b> Kinect SDK, C++, kalman filter	
	<b>Online Social Network APP on Android Platform</b>	Mar.2014 - July.2014
	• Implemented <b>self-designed</b> User database tables based on <b>MySQL</b>	
	• Developed several online basic Social Network's functions via <b>J2EE</b> , including video chatting, social updates and commenting, etc	
	• Developed <b>intelligent recommender system</b> by users' affection, employing several <b>machine learning</b> algorithms	
	• <b>Techniques Used:</b> Java, MySQL, Android SDK, J2EE, JSON, Tomcat	