

OBJECTIVE

I'm a 2016 FALL CS student and seeking Software Engineering Internship for Summer 2017

EDUCATION

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

TECHNICAL SKILLS

Programming Language:	Python, JAVA, C++, HTML/CSS, PHP, JavaScript, MATLAB, \LaTeX
Other Technologies:	SQL, DynamoDB, J2EE, Hadoop, Spark, JQuery, Apache, Android, IOS, Linux

RESEARCH EXPERIENCE

May 2014 to Mar 2015	Energy Efficient Resource Allocation in Cloud Data Centers <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 reduced about 77.5%-82.4% migrations and saved 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

Sept 2016 to Dec 2016	Congress Information Search Web and IOS APP <ul style="list-style-type: none"> Designed a web application based on HTML5/CSS which searches congress information Implemented all functions using AJAX, JSON, JQuery, and deployed it on AWS Developed that application on IOS platform Techniques Used: HTML5/CSS, AJAX, JSON, Bootstrap, jQuery, AWS and IOS APP
June 2015 to Nov 2015	Flexible Rehabilitation System Based on Wearable Computing <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 2014 to Oct 2014	Online Intelligent Social Network APP on Android Platform <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 science competition in China)
May 2014	The Best Student Award of NUPT
Mar 2014	The Second-class Scholarship of NUPT in 2013-2014 Academic Year (GPA TOP 5%)