QI CHEN

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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)**

- 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:** Qi Chen, 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 2015APA (EI)
- **Techniques Used:** Java, CloudSim, Heuristic Function, Optimization Search

SELECTED PROJECTS

Jan 2016 to Mar 2016 — **Automatic Collision Avoidance in Vehicle (Individual Project)**

- 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)**

- 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)**

- 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%**)