

Qi Chen

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OBJECTIVE	Seeking Software Engineering Internship for Summer 2017	
EDUCATION	University of Southern California • M.S. in Computer Science GPA: 4.0/4.0	Aug.2016 - May.2018
	Nanjing University of Posts and Telecommunications • B.E. in Electrical and Computer Engineering GPA:3.8/4.0	Sep.2012 - June.2016
SKILLS	Programming Languages: Java, Python, C++, Matlab Web Technologies: HTML/CSS, Javascript, J2EE, PHP, Apache, AJAX, JSON Other Technologies: SQL, Spark, Hadoop, Linux, Android SDK	
RESEARCH EXPERIENCE	Energy Efficient Resource Allocation in Data Centers Research Assistant , Supervisor: Prof.Jianxin Chen • Propose a utilization-based migration algorithm to migrate Virtual Machines(VMs) to stable hosts, which trades off Quality of Service (QoS) and power consumption. • Evaluated that algorithm by Java simulations and the results reduced about 75% migrations and saved up to 40% 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 <i>Communication Workshop (ICC), 2015 IEEE International Conference on</i> , pp.1928-1933, 8-12 June 2015APA (EI)	May.2014 - Mar.2015
SELECTED PROJECTS	Congress Information Search: Web Technology/ Android APP • Design a web page for searching U.S. congress information based with HTML, CSS and Bootstrap technologies • Developed a back-end server script for data retrieving and processing using PHP, XML, JSON • Developed an Android application with same functionalities • Got experience in AWS, jQuery UI and Facebook developer API	Sept.2016 - Dec.2016
	Movie Recommendation System • Implement a system for making some recommendation to users according to their interests from Movielens as the data sample • Applied Alternating Least Squares (ALS) algorithm and AWS Elastic MapReduce to run Spark to analyze.	Aug.2015 - Sep.2015
	AI Uninformed / Adversarial Search, Inference in FOL • Implement shortest route searching based on DFS, BFS, UCS and A* Search • Design an AI for a board game based on Greedy, Minimax and Alpha-Beta pruning Algorithm • Implemented a Knowledge Base to read and store facts/rules and return the determination of a query with Backward Chaining Algorithm.	Mar.2014 - July.2014
	Online Social Networking: Android APP/ J2EE • Developed a social networking app with functions: Chatting, Posting, File transmission etc. • Designed a MySQL database with several models: User, Post, Comment, Message etc. • Configured using Hibernate for the Database connection and Hibernate Query Language(HQL) to add and retrieve the information from the database.	Mar.2014 - July.2014

- Developed Servlets to handle the requests, perform server side validation and generate result for user.