Qi Chen

Tel: 213-479-3339 Email: chen147@usc.edu 2617 Ellendale Pl, Los Angeles, CA 90007

OBJECTIVE

Seeking a Software Engineer Intern position for 2017 Summer

EDUCATION

University of Southern California, Los Angeles, CA 08/2016 – 05/2018
Master of Science in Computer Science
-GPA: 4.0/4.0

Nanjing University of Posts and Telecommunications, Nanjing, China 09/2012– 07/2016
Bachelor of Science in Electrical and Computer Engineering
-GPA: 3.71/4.0 (top 10%)

TECHNICAL SKILLS

Programming Languages:	Java, Python, C++, Matlab
Web Technologies:	HTML/CSS, Javascript, PHP, JSON, Hibernate, Struts2
Other Technologies:	SQL, Spark, Hadoop, Linux, Android SDK

RESEARCH PROJECT

Energy Efficient Resource Allocation in Data Centers 09/2014 - 05/2015

Research Assistant, Supervisor: Prof. Jianxin Chen

- Proposed a utilization-based migration algorithm to migrate Virtual Machines(VMs) to stable hosts, trading off Quality of Service (QoS) and power consumption
- Evaluated algorithm by Java simulations and results reduced about 75% migrations and saved up to 40% power consumption compared with First Fit Decreasing
- Publication: Qi Chen, et al. "Utilization-based VM consolidation scheme for power efficiency in cloud data centers," in Communication Workshop (ICC), 2015 IEEE International Conference on (Link)

SELECTED PROJECTS

Congress Information Search: Web Technology/ Android APP 09/2016 - 12/2016

- Designed 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 and deployed it on AWS

AI Projects: Uninformed /Adversarial Search & Inference in FOL 09/2016 - 12/2016

- Implemented shortest route searching based on DFS, BFS, UCS and A* Search
- Designed an AI for board game based on Greedy and Alpha-Beta pruning Algorithm
- Implemented a Knowledge Base to read and store facts/rules and return determination of a query with Backward Chaining Algorithm.

Automatic Collision Avoidance in Vehicle 09/2016 - 12/2016

- 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
- Developed a following car module where toy cars follow the front car including making turns and adjusting speed

Online Social Networking: Android APP/ J2EE 03/2013 - 07/2013

- Developed a social networking app where users can add friends, chat and post photo etc.
- Configured using Hibernate for the Database connection and Hibernate Query Language to add and retrieve information from database.
- Developed Servlets to handle users' requests and implemented chatting and file transmission based on socket.