

Qi Chen

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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, AJAX, JSON, Hibernate, Struts2

Other Technologies: SQL, Spark, Hadoop, Linux, Android SDK

RESEARCH PROJECT

Energy Efficient Resource Allocation in Data Centers, Nanjing 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

Movie Recommendation System 09/2016 - 12/2016

- Based on the rating of the users, analyze the potential relationship between movies and users
- Using over 500 000 user's rating of movies from Movielen as data sample, divided it into training set, validation set and test set
- Applied Alternating Least Squares (ALS) algorithm and AWS Elastic MapReduce to run Spark to analyze data set

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.

Online Social Networking: Android APP/ J2EE 03/2015 - 07/2016

- 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.