Wendi Weng

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Technical Skills

- **Programming Languages**: Java, Python, C, C++, C#, Shell, MATLAB, Assembly, LaTeX
- **Web Programming**: HTML, CSS, Javascript, XML, JSON, REST, Apache, MySQL, MongoDB, ASP.NET
- **Networking**: 2G/3G/LTE Networks, TCP/IP, HTTP
- **Operating Systems**: Windows, Mac OS, Unix, GNU/Linux
- **Softwares**: Visual Studio, Eclipse, Git, Wireshark, QuartusII, VirtualBox

Education

Santa Clara University (SCU) — Santa Clara, CA
M.S. degree in Computer Science and Engineering (GPA: 3.85) — *2015 – expected Jun 2017*

Beijing Jiaotong University (BJTU) — Beijing, China
M.S. degree in Electronic and Information Engineering (Class Rank 1/20) — *2012 – 2015*

Jilin University (JLU) — Jilin, China
B.S. degree in Telecommunication Engineering — *2008 – 2012*

Employment and Experience

China Mobile Group Design Institute — Beijing, China
Networking Software Engineer Intern — *Sep'13 – Mar'14*

- Involved in migrating codes of Monte Carlo based simulation platform from **C** to **C++**, which simulates the interference of multiple other communication systems to LTE system.
- Involved in developing spectrum management web service that provides availability and information of inquired spectrum band; Designed the frond-end of spectrum inquiry input/output and interface to be integrated with other services under **ASP.NET** framework.
- Studied on empirical formula and algorithm to detect the interference type between different wireless systems and TD-LTE system; Imvolved in developing the ware using **C#**, including main modules such as **MySQL** data input, detection and classification algorithm, and output report etc.

Course Projects

Database Analysis Application (Database System) *2016*

- Developed an **Java Swing** application which runs **Oracle SQL** queries on Yelp's review data, which provides a set of filters on user attributes, business attributes, and review attributes etc.

Book Search Engine (Web Search and Information Retrieval) *2016*

- Crawled book's information from Amazon and other books retailers websites using **Java**.
- Built a complete traditional book search engine using **Apache Lucene**.

Improved P2P Cooperative Caching Algorithm (Operating System) *2016*

- Built a simulation model of cooperative caching system using **Java**.
- Proposed a storage aware Cooperative Lowest Global Value (cLGV) algorithm. Compared it with iLRU and cLGV algorithm, proved that storaging cost does make an impact (5% decrease) on overall Total Saved Cost Ratio (TSCR) of P2P cooperative caching system.

Reliable File Transfer (Computer Networks) *2016*

- Implemented SFTP to transfer file reliably between client and server over both TCP and UDP using **C**.

MIPS 32 CPU (Computer Architecture) *2015*

- Implemented a single cycle MIPS 32 CPU following the designed diagram in **QuartusII** using **Assembly**, which can execute the load/ store, arithmetic and logic operation, and bench instructions.

Human Face Detection System (Digital Image Processing) *2014*

- Implemented a fast face detection algorithm based on image matching and gray value, which correctly identifies 80+% faces in typical photos despite the range of lighting conditions, angles and facial expressions using **C++**.

Side Projects

App Store *2015*

- Crawled app information from Huawei App Store using **Python** and **Scrapy**. Stored and operated data in **MongoDB**. Recommend ten Apps related for each App with collaborative-filtering algorithm and cosine-similarity.