

Daming Lu

Local Address:

1458 36th Ave
San Francisco
CA 94122

Email:

damingl@zoosk.com

Phone:

(415) 264-3523

EDUCATION

Master of Science, Computer Science
University of Southern California, Los Angeles, CA, *May 2012*

Master of Science, Computer Science
University of New Orleans, New Orleans, LA, *Aug 2009*
Thesis: A Combined Motif Discovery Method [link](#)

Bachelor of Science, Computer Science
Dalian University of Technology, Dalian, China, *Jun 2006*

PUBLICATION

Daming Lu, **A Gibbs Sampling Algorithm for Motif Discovery Using a Linear Mixed Model** The 2010 International Symposium on Biocomputing (ACM SIGAPP 2010), Calicut, India [link](#)

HONORS & AWARDS

Graduate Dean's Fellowship (University of New Orleans)	2007 - 2009
<i>2-year full support for graduate students</i>	
3rd-Class Scholarship (Dalian University of Technology)	2005
2nd-Class Scholarship (Dalian University of Technology)	2003
3rd Prize National College Mathematical Contest in Modeling	2005

WORK EXPERIENCE

Software Engineer <i>Web Team</i>	Jan 2014 - current
Zoosk Inc. , San Francisco, CA	

- Built both front-end and back-end of a video verification tool for admin so that clients can upload a short video to verify the authentication of his/her uploaded pictures.
- Built admin cube to collect all kinds of admin actions so that business intelligence team can create statistical report to analyze user trends.
- Built both front-end and back-end of a vendor audit tool to audit the performance and accuracy of various vendors.
- Fix bugs and add features to Zoosk's admin website.
- *Techniques Involved: Angular JS, PHP, SQL, HTML, CSS, Bootstrap, JavaScript, jQuery, Node.js, Bash Script, MySQL*

Software Engineer <i>Platform Team</i>	Aug 2012 - Jan 2014
Zynga Inc. , San Francisco, CA	

- Deployed critical services on big clusters (10k+ nodes) and developed APIs to stream, aggregate and publish data (~30TB *per day*).
- Developed a service (graph) that collects friends/neighbors for a user on different social networks (Facebook, Google+, Zynga.com, With Friends Network, etc.) and ran data de-duplication to merge "same" friends on different networks. This service gets called 960k+ *per week* with an 99.99%+ success rate.
- Developed a service (contactlist) that stores a user's de-duplicated email/phone contacts. The service also supports sending invitations to contacts via email or phone and stores contacts who recently joined.

- Maintained and Monitored data flow and system health via deploying various monitoring mechanisms (Munin, Nagios, Splunk, cron job, etc.)
- Developed scripts to synchronize data between membase and database(vertica). Also developed services to check zombie loader/reader/publisher processes, clean them and restore data (SQLite).
- *Techniques Involved: PHP, JavaScript, SQL, jQuery, Bash script, Membase, Vertica*

Software Engineer Intern
Edlio Inc., Los Angeles, CA

Jan 2012 - May 2012

- Developed social network features (Facebook, Twitter, Google+) on multiple platforms (Web, iOS, Android) so that teachers/students/parents can like/tweete school events, photos, comments, etc.
- Developed a discussion board feature for all client school webpages and collected comment data from there for future use.
- Developed features such as photo slider on company's *homepage*
- Stored, maintained and retrieved clients' data in database and improved the robustness of master/slave databases.
- *Techniques Involved: Perl, JSP, MySQL, Apache2, JavaScript, jQuery*

Software Engineer Intern Bing Team
Microsoft Corp., Redmond, WA

May 2011 - Aug 2011

- Designed and implemented a daemon program called Test Agent to carry out stress testing on 150k E2 machines in Chicago data center. Test Agent can put steady, gradated or adaptive load on the distributed XTable based on configuration. It can also notice any change on the configuration and apply it in real time. Meanwhile, Test Agent can collect event logs when XTable is approaching its limit, i.e, high failure rate, low QPS or long latency. Therefore, Test Agent can detect the bottleneck of the current XTable as well as provide useful information on the causes of the bottleneck.
- *Techniques Involved: C#, multi-threading, automated unit test, software design patterns*

Team Leader Semester Project
University of Southern California, Los Angeles, CA

Aug 2011 - Dec 2011

- Lead a team of 6 CS students and 1 artist for a development of an iPhone game. Designed from scratch and developed 30+ hours *per week*. For a brief 1 min demo, click [here](#). The game ranks 3 out of 29 competitors.
- *Techniques Involved: Objective-C, cocos2D, Box2D(physical engine), tiled map*

Individual Developer Course Project
University of Southern California, Los Angeles, CA

Jan 2012 - May 2012

- Simulated a CG roller coaster. Designed the track and implemented using OpenGL. For a brief 1 min demo, click [here](#).
- *Techniques Involved: OpenGL*

LANGUAGES **English:** high fluency
Chinese: native

VISA STATUES H-1B visa