Daming Lu

Local Address:
1458 36th Ave
San Francisco
CA 94122

Email: daminglu@daminglu.us
Phone: (415) 264-3523
Homepage: www.daminglu.us

EDUCATION

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

Master of Science, Computer Science *(admitted as Ph.D)*
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** *(Accepted Rate : 34%)*
The 2010 International Symposium on Biocomputing (ACM SIGAPP 2010), Calicut, India *link*

HONORS & AWARDS

Graduate Dean's Fellowship (University of New Orleans)	2007 - 2009
2-year full support for graduate students	
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

Zoosk Inc. Software Engineer - Web Team   Jan 27, 2014 - current
Responsibilities:
- 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 profile 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*

Zynga Inc. Software Engineer - Platform Team   Aug 22, 2012 - Jan 22, 2014
Responsibilities:
- Deployed critical services on big clusters (10k+ nodes) and developed APIs to stream, aggregate and publish data (~30TB *per day*).
- Maintained and Monitored data flow and system health via deploying various monitoring mechanisms (Munin, Nagios, Splunk, cron job, etc.)

- 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-duplicatated email/phone contacts. The service also supports sending invitations to contacts via email or phone and stores contacts who recently joined.
- 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*

Edlio Inc. Software Engineer Intern - Web Team   Jan 2012 - May 2012
Responsibilities:
- 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*
- *Techniques Involved: Perl, JSP, MySQL, Apache2, JavaScript, jQuery*

Microsoft Corp. Software Engineer Intern - Bing Team   May 2012 - Aug 2012
Responsibilities:
- 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*

University of Southern California Team Lead   *Semester Project*
Responsibilities:
- 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*

University of Southern California Independent Developer   *Course Project*
Responsibilities:
- Simulated a CG roller coaster. Designed the track and implemented using OpenGL. For a brief 1 min demo, click *here*.
- *Techniques Involved: OpenGL*

VISA STATUES H-1B visa