

Liu Wenlong

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EDUCATION

Beijing University of Posts and Telecommunications M.S, Computer Science Graduating Mar 2018
Southwest University of Science and Technology B.S, Software Engineering Sept 2010 – June 2014

SKILLS

- Experienced in C++, Python, Qt, Vim
- Familiar with Java, JavaScript, HTML/CSS, Haskell, Linux, Git
- Solid knowledge of data structures and algorithms (BUPT post-graduate entrance OJ test No.1)
- Strongly passionate about software design and programming (100,000+ lines of code)
- Competent English reading & listening skills (College English Test – Level 6, Score: 543)

PROJECTS

Discrete Event Network Simulator Oct 2015 – Feb 2016

- Designed and implemented a discrete event simulation engine
- Implemented the prototype of TCP/IP protocol stack and network nodes
- Developed a protocol analysis utility like Wireshark

Image Processing Support Platform Dec 2012 – Mar 2013

- Solved the lag problem during resource loading by utilizing threaded execution
- Designed and implemented a thread pool component which became the multitasking backend
- Implemented demo algorithms including image thresholding and edge detection

Remote Desktop Controller Jan 2013 – Feb 2013

- Developed the screen capture and image data compress/decompress component
- Designed and implemented the data transfer sub-system based on UDP
- Optimized the bandwidth usage by 40% using frame diff method

2048 AI Nov 2016 – Nov 2016

- Implemented a full connection neural network and trained the network by genetic algorithm
- Designed and implemented search tree and rule-based evaluation function
- Achieved a max tile value of 4096

MORE PROJECTS

Hobbies:	Captcha Segmentation	Snooker Game
	Algorithm Visualization Tool	Desktop Ghost
Learning:	SOCKS5 Proxy	Android Text Reader
	Simple Virtual Machine	Capsule Trajectory Computing System
Practical:	Router Traffic Monitor	Examination Score Crawler
	Mouse Wheel Fixer	Vim Syntax Plugins
	vCard Editor	Global Shortcut & Alt-Tab Enhancer