FU, YIXIAN

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EDUCATION

New York University   Sept. 2015 - May. 2017 (expected)   New York, NY
- *M. S.* in **Computer Science**, Courant Institute of Mathematical Sciences   • GPA: 4.0 / 4.0
- Courses: Fundamental Algorithm, Programming Language, Open Source Tools

South China University of Technology   Sept. 2011 - Jul. 2015   Guangzhou, China
- *B. Eng.* in **Information Security,** School of Computer Science & Engineering   • GPA: 3.53 / 4.0, Rank: 4 / 44
- Courses: Computer Network, Operating System, Algorithm & Data Structures, Software Engineering, Database, Computer Architecture, Cryptography & Security Protocol, Security & PkI, Image Processing

WORK EXPERIENCE

Alibaba Group Holding Ltd.   Jul. 2014 - Oct. 2014
Software Engineering Intern   Guangzhou, China
- Work with Alibaba Mobile team to develop one of its famous mobile APP UC Browser Android version
- Develop a new launching animation for UC Browser Android version
- Implement a new method to handle double-finger swiping action for the UC Browser Android version
- Develop an automatic analysis tool to analyze the crash logs of UC Browser using Python and Linux Shell
- Use Alibaba internal framework UI Test to develop automatic test case for test-driven development
- Improve the communication quality in non-3G network by utilizing several new connection strategy

SOFTWARE PROJECTS

Open Reservation   Project of Open Source Tools Class   Nov. 2015 - Dec. 2015
- A web-based application where users can reserve and share resources
- Use Google App Engine API, Google NDB Datastore, and web framework webapp2 to develop the back-end
- Use Twitter Bootstrap and template engine Jinja2 to develop the front-end

510K Card Game   Out-of-Class Project   Feb. 2015 - Jun. 2015
- An online mobile game based on Android system that allows three people to play card game with each others
- Use Google open source library ZXing to implement QR Code scanning function for users to quick join
- Use state pattern to implement the Controller which handles network events and user interaction events
- Use self-defined SurfaceView to implement the View module and provide callback interface for Controller
- Use MVC model to implement a more adaptable software architecture that can deploy other game rules

Network Sniffer   Project of Computer Network Class   Apr. 2014 - Jun. 2014
- A network sniffer which can capture, filter and display network package
- Use WinPcap library to capture internet data and filter the data according to the rules given by users
- Use MFC to implement user interface

Delivery Management System   Project of Database Class   Nov. 2013 - Dec. 2013
- A delivery Management system based on Java Swing
- Design and implement the tables of database for the system and use JDBC to operate MySQL server

SKILLS

- *Languages*: **Java**, **Python**, **Shell Scripting**, C++, Scala, Scheme, XML, CSS, HTML, MATLAB
- *Platforms*: Android, Ubuntu, Windows, OS X   • *Databases*: MySQL, SQL Server, SQLite, Datastore
- *Tools*: Git, SVN, Vim, StarUML, JUnit, LaTex