

JIAYING GONG

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EDUCATION

Virginia Polytechnic Institute and State University

2019 - Present

Ph.D Student in Department of Computer Science.

Beijing University of Posts and Telecommunications

2015 - 2019

Queen Mary University of London(Joint Programme with BUPT)

Bachelor of Science in Telecommunications Engineering with Management (Multimedia).

Degree with First Class Honours.

Advisor: Ignacio de Castro Arribas (Research Associate of QMUL).

RESEARCH EXPERIENCE

Graduate Research Assistant, Department of Computer Science, Virginia Tech

August 2019 - Present

- Crawled information from news websites and used NLP techniques (Name Entity Recognition, Coreference Resolution, Sentiment Analysis) to extract relevant information and pre-process text data.
- Build new features and predict the stock price movement through machine learning algorithms.

Research Intern, Research Institute of Information Technology, Tsinghua University

May 2017 - Jan 2019

- Used docker to conduct cross-platform crawling tasks on the large scale distributed crawling systems.
- Proposed a quality-biased ranking algorithm based on Lucene scoring and quality of apps predicted through machine learning methods according to user interface features.
- Developed a mobile content search engine to recommend high-quality Apps from queries.
- Conducted a large-scale app quantitative analysis by a new mobile crawler which can automatically acquire application contents based on data from both user interface design and network performance.
- Transformed the qualitative analysis criteria into quantitative analysis through a cluster process on snapshots of apps, and analyzed the consistency of applications through pHash algorithm and DBSCAN algorithm.

PUBLICATIONS

1. Zexun Jiang, Hao Yin, Yan Luo, **Jiaying Gong**, *AMACS: Automated Mobile Application Content Sensing* In IEEE Transactions on Computational Social Systems (2020).
2. Pengpeng Zhou, Baoli Zhang, Bin Wu, Yao Luo, Nianwen Ning, **Jiaying Gong**, *A Novel Event Detection Model via Graph convolutional Network*. In 2019 International Conference on Web Information Systems Engineering (WISE).
3. Zexun Jiang, Hao Yin, Yan Luo, **Jiaying Gong**, Yuannan Yang, Manshan Lin, *Quantitative Analysis of Mobile App User Interface Design*. In Proceedings of 38th International Performance Computing and Communications Conference (IPCCC 2019). (Acceptance rate 29.2%)
4. Zexun Jiang, Ruifeng Kuang, **Jiaying Gong**, Hao Yin, Yongqiang Lyu, Xu Zhang, *What Makes a Great Mobile App? A Quantitative Study Using a New Mobile Crawler*. In 2018 IEEE Symposium on Service-Oriented System Engineering (SOSE)

TALKS

Guest Lecture at CS 4984: Machine Learning Capstone, Virginia Tech

28/01/2019

PROJECTS

Text Analysis and Machine Learning, CS 5604 Information Storage and Retrieval

Aug 2019 - Dec 2019

- Implemented text summarization based on a new proposed model which combines feature-based, graph-based, and topic-based models on 1 million tobacco data set.

Report Link: (<https://vtechworks.lib.vt.edu/handle/10919/96226>)

Rumors Identification and Spread in WeChat, Graduation Project (Thesis) Aug 2018 - June 2019

- Built an important dataset of both rumors and non-rumors in WeChat Moments, including Uniform Resource Locations (URLs), titles, contents, accounts and timestamps.
- Proposed a novel Automatic Crawling and Identification System Model to detect and identify rumors in WM.
- Analyzed rumor diffusion based on Susceptible Infected Model, user location, WM views and page life time.

Report Link: (<https://github.com/gjiaying/CV/blob/master/Rumors%20in%20WeChat.pdf>)

HONORS/AWARDS

Outstanding Graduation Project (Top 1%), Beijing Municipal Commission of Education	Dec 2019
IET Best Student Award (1 out of 589), The Institution of Engineering and Technology	June 2019
BUPT Outstanding Project Prize (Top 2%), BUPT	June 2019
Undergraduate College Prize 2019 (Top 3%), Queen Mary University of London	June 2019
Scholarship of Beijing University of Posts and Telecommunications	2018 & 2017 & 2016
Honorable Mention in Interdisciplinary Contest In Modeling , COMAP	April 2018 & April 2017

TECHNICAL SKILLS

C, JAVA, Python, HTML, MATLAB, Linux, OpenGL, VM, etc.