

Zhikang Fan

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EDUCATION

University of California San Diego, La Jolla, CA

Jacobs School of Engineering

Master

2017.09 - Present

- M.S. in Computer Science

Peking University, Beijing, China

School of Electronics Engineering and Computer Science

Bachelor

2013.09 - 2017.07

- Major in Microelectronics Science and Engineering
- Minor in Computer Science and Technology

PROFESSIONAL EXPERIENCE

Symphony BPA (Business Process Application)

Software Engineering Intern

GPI (Google Product Infrastructure) & Ads, Google Inc.

2018.06 - 2018.09

- Created a front-end Angular component to display the change history of a task instance in Symphony BPA
- Created UI / UX mock following Material Design and wrote design document for the project
- Exported Angular component to custom element and integrated with Polymer and GWT front-end
- Wrote unit / screenshot / integration tests

Fault-tolerant Distributed File Storage System

Course Project

CSE 291C - Graduate Network Systems, UCSD

2018.04 - 2018.06

- Built a distributed block-based file storage system using gRPC framework
- Achieved fault tolerance using single leader, two-phase commit and heart beat detection

Parallel Computation Using SIMD, CUDA and MPI

Course Project

CSE 260 - Parallel Computing, UCSD

2018.01 - 2018.03

- Accelerated matrix multiplication with blocking and SSE (from 0.2 to 5 GFlops on single core CPU)
- Accelerated matrix multiplication with CUDA (from 90 to 760 GFlops on K80 GPU)
- Accelerated Aliev-Panfilov Cardiac Simulation on supercomputer with MPI (2.1 TFlops on 480 CPUs)

Baidu Hi Instant Message Software

Software Engineering Intern

Business Process and Information Technology Department, Baidu Inc.

2016.07 - 2016.11

- Developed the iOS module of a VOIP call system that can hold more than 100 callers simultaneously
- Developed an AirPlay framework that enables wireless projecting over enterprise network

PKU Helper - Official campus client of Peking University

Student Assistant

New Youth Network Culture Studio, Peking University

2016.01 - 2017.07

- Developed the application in iOS, watchOS and macOS platform
- Designed an online second-hand market, and an anonymous forum called 'Tree Hole'

CAPUBBS - BBS for Cycling Association of Peking University

Software Engineering Leader

Network department, Cycling Association of Peking University

2014.10 - 2017.07

- Used PHP, jQuery and Bootstrap to set up the server, including API and web version BBS
- Designed and developed the iOS client with features like 3D Touch, Widget, Continuity, Spotlight, etc.

SKILLS

Languages: C / C++, Objective-C, JavaScript / TypeScript, Python, Java, SQL, PHP

Development: CUDA, Distributed System, Git / SVC, LVVM, HTML & CSS, Angular