College of
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TEMPLE UNIVERSITY

Xinliang Wei

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EDUCATION:

- Ph.D. in Computer & Information Sciences, Temple University, 2019 - present
- Master's Degree in Software Engineering, SUN Yat-sen University, 2016
- Bachelor's Degree in Software Engineering, SUN Yat-sen University, 2014

RESEARCH INTERESTS:

- Edge Computing
- Internet of Things
- Computer Graphs

PUBLICATIONS:

- X. Wei and Y. Wang, "Popularity-based Data Placement with Load Balancing in Edge Computing", IEEE Transactions on Cloud Computing, under revision.
- X. Wei and Y. Wang, "Joint Resource Placement and Task Dispatching in Mobile Edge Computing across Timescales", under review.
- X. Wei, ABM M. Rahman, Y. Wang, "Data Placement Strategies for Data-Intensive Computing over Edge Clouds", under review.
- X. Wei, X. Wan, S. Huang, W. Sun. "The Application of Motion Capture and 3D skeleton Modeling in Virtual Fighting," *AniNex 2017, LNCS (Lecture Notes in Computer Science)*, 2017.
- X. Wei, W. Sun. "Architecture and Implementation of 3D Engine Based on WebGL," *Applied Mathematics*, 2016, 7(7), 701-708.
- X. Wei, W. Sun. "3D scene rendering based on EEG data driven and the application in biofeedback therapy," *2016 International Conference on Artificial Intelligence: Technologies and Applications*, 2015, 112-115.
- X. Wei, W. Sun. "A Summary of 3D Graphics Engines," *Computer Science and Application*, 2015, (8), 297-312.

TEACHING:

- Teaching Assistant, Server-Side Web Application Development (Lab Session), Temple University, Spring 2021, Fall 2020, Spring 2020, Fall 2019
- Teaching Assistant, Client-Side Scripting for Web (Lab Session), Temple University, Spring 2020

SERVICE:

- 2021~, Reviewer for Journal of University of Science and Technology of China

AWARDS:

- 2021, INFOCOM 2021 Student Conference Award, INFOCOM 2021
- 2020, US National Science Foundation (NSF) Travel Grant, IFIP Networking 2020
- 2016, Excellent students in Guangdong province (postgraduate stage), SUN Yat-sen University
- 2016, Pioneer students in Academic innovation, School of Data and Computer Science, SUN Yat-sen University
- 2015, Second prize of HUAWEI "Mai Mang" Cup innovative design contest, SUN Yat-sen University
- 2015, National Scholarship, SUN Yat-sen University
- 2013, National Inspirational Scholarship, SUN Yat-sen University
- 2012, First prize of "Dayingjia" business simulation completion in SUN Yat-sen University

WORK EXPERIENCE:

- 2019.01-present, Research Assistant, Wireless Networking and Sensing Lab, Department of Computer & Information Sciences, Temple University.
- 2016.07-2018.12, Research Assistant, Key Laboratory of Information Technology (Ministry of Education), School of Electronics and Information Technology, SUN Yat-sen University.
- 2015.10-2015.12, Internship & Web Engineer, E-FUND MANAGEMENT CO., LTD.
- 2013.05-2013.11, Internship & Director of Southern China District for Baike Campus Project, Baidu, Inc.

PROJECT EXPERIENCE:

- 2019.11-present, Data placement and task dispatching in mobile edge computing. (1) Proposed data popularity-based data placement; (2) Formulated joint optimization problem and proposed a two-stage optimization algorithm and a deep reinforcement learning method.
- 2019.04-2019.11, MP-Proxy: decouple the interactions between IoT platforms. Proposed an ensemble box that decouples the direct cloud-to-cloud interaction between each IoT platform. The experiment is performed on Raspberry Pi 3 using Python programming language.
- 2017.06-2018.03, Data planning and design of the database of legal entities in Foshan. Designed a comprehensive data table and performed data preprocessing (e.g., remove invalid and blank items) before storing data into database.
- 2016.05-2017.05, The application of sports fighting products based on virtual reality. Developed a VR box fighting application. This project included two versions, one was based on the traditional 3D effect, and the other was based on HTC.
- 2015.09-2016.04, 3D Engine Based on WebGL. Developed a WebGL-based 3D web rendering engine. This engine can render normal 3D objects and some basic 3D effects, e.g., panorama, ray tracing, etc.
- 2015.02~2015.07. The Android App of Exchange. Developed an Android application for students to exchange second-hand item on Campus.
- 2013.11-2014.03, The intelligent check-in software based on face recognition. Developed a check-in software according to photos of students in class. After taking students' picture in class, the system can recognize students' face and mark down as presence, then output the list.

SKILLS AND INTERESTS:

- Excellent ability in program language, such as C, C++, Java, C# and Python
- Good ability in Web design (HTML, CSS, JavaScript), Microsoft Office, Latex