

BINGBIN HU

✉ guyueyizhi@qq.com · ☎ (+86) 176-0555-2046 · 🌐 guyueshui.github.io

🎓 EDUCATION

University of Chinese Academy of Sciences, Shanghai, China Sept. 2017 – Jul. 2020

M.S., Information and Communication Engineering, GPA 3.53/4.0

Research interest: Machine Learning, Information Theory

Wuhan University of Technology, Wuhan, China Sept. 2013 – Jun. 2017

B.S., Information and Computing Science, GPA 3.72/5.0, Rankings 1/43

💼 EXPERIENCE

Huawei Technologies Co., Ltd. Nanjing Apr. 2023 – Jul. 2024

Dept. NCE Analysis and Development, Software Development 2023.04 – 2023.08

Translated the development language from Golang to C++ of the GRE (Generic Routing Encapsulation) dialing module. Clarified the business logic from end to end and disassembled the functional modules. Designed the C++ alternative implementation and realized it. In order to avoid introducing third-party libraries, I developed a simple log module, a circular queue, and an object pool.

Dept. Area Router Developmet 2023.08 – 2024.07

Learned PPPoE/PPP protocol and user online process of BAS (Broadband Access Server). Be familiar with router development workflow including resource, script, and component layering. Learned router command line modeling and delivery process, also about typical router operations and interactions, such as configuring BAS interfaces and using testers to bring users online.

NetEase (Hangzhou) Network Co., Ltd Hangzhou Aug. 2020 – Jan. 2023

Starry Studio, Game Development

- Game Task System
 - Participated in the development of a flexible task system in our game, which decouples task output from conditions (the nest of logic unit AND/OR/NOT and basic condition unit). By that, rich task contents can be easily made.
 - Developed a task editor and implemented a easy-to-extend edit-time data check system, effectively reducing the mistakes in task configuration.
 - Developed a task preview scheme that allows preview task while editing, which is handy and helpful for designers' self-testing and greatly simplified the process of task validation.
 - Bridged the gap of task editor and other editor (dialogue, battlefield, unit editor, etc.), one can easily create dialogue, unit or battlefield while editing task files.
- Game Dialogue System
 - Developed a linear dialogue system with branching and backtracking.
 - Developed a dialogue editor: visualization of NPC creation & placement, edit-time preview of dialogue content.
- Other game modules like shopping mall, item dismantling/maintenance, commttal task, etc.

💼 INTERNSHIP

ShengQu Games Inc. Shanghai Jul. 2019 – Sept. 2019

Dept. Server Engine, Game Development Ability to write basic network program with Asio, encapsulate custom message with Protobuf, build tasks automatically with Cmake. Also learned about the Unix Network API, basic socket programming.

Software Development Learned about the working mechanism of the CTP (Comprehensive Trading Platform), and data acquisition through its API. Try to use the Huobi API to get the market data and convert it to the format as needed.

⚙ SKILLS

- Familiar with common algorithms and data structures such as linked lists, stacks and queues, trees, heaps etc.
- Familiar with C++ basics, familiar with STL, such as sequential containers, generic algorithms.
- Familiar with python, more than 2 years of development experience.
- Familiar with common shell commands, more than 7 years of Linux experience.
- English CET-6, good reading and communication skills.

i MISCELLANEOUS

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| • Teaching Assistant of EE142 Information Theory | Fall 2018 |
| • ShanghaiTech SSIST 2018 International Conference Volunteer | Jul. 2018 |
| • ShanghaiTech SWILD 2018 International Conference Volunteer | Jun. 2018 |
| • TA of SI140 Probability and Statistics | Fall 2017 |
| • Outstanding Graduate of Wuhan University of Technology | 2017.05 |
| • National Inspirational Scholarship (for 3 consecutive years) | 2014 – 2016 |
| • Merit Student of Wuhan University of Technology | 2015.11 |
| • 3 rd Prize, Central China University Mathematical Modeling Invitational Competition | May 2015 |