

Qin (Jane) Hu

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EDUCATION

The George Washington University

Ph.D. in Computer Science GPA: 3.95/4.0

Washington, DC

May 2019 (Expected)

Beijing Normal University

M.S. in Computer Science GPA: 91/100

Beijing, China

Jul 2017

Beijing Normal University

B.S. in Electronic Engineering GPA: 92/100 Rank: 1/19

Beijing, China

Jul 2014

AWARD

- **Graduation with Honor in Beijing (top 5%)** Beijing Municipal Education Commission, 2017
- **Honorable Mention in MCM/ICM Consortium for Mathematics and Its Applications**, 2013
- **China National Scholarship (top 0.2%)** Ministry of Education of the People's Republic of China, 2012

TEACHING EXPERIENCES

Teaching Assistant

- **Wireless Networking Security Practice** Summer 2016; **Design Thinking** Summer 2015
 - Held recitation sessions
 - Held office hours and answered students' questions
 - Graded assignments and projects

Lab Instructor

- **Microcomputer Principle and Interface Technology** Spring 2015 - 2016; **Digital Signal Processing** Fall 2014
 - Taught complemented course materials
 - Developed programming exercises
 - Held tutoring sessions for the students with inadequate math background

RESEARCH INTERESTS

- Wireless Networks
- Mobile Computing
- Game Theory
- Blockchain

PUBLICATIONS

Journal Papers

1. Qin Hu, Shengling Wang, Peizi Ma, Xiuzhen Cheng, Weifeng Lv, and Rongfang Bie, "Quality Control in Crowdsourcing Using Sequential Zero-Determinant Strategies", to appear in *IEEE Transactions on Knowledge and Data Engineering*.
2. Qin Hu, Shengling Wang, Chunqiang Hu, Jianhui Huang, Wei Li, and Xiuzhen Cheng, "Messages in a Concealed Bottle: Achieving Query Content Privacy with Accurate Location-Based Services",

- IEEE Transactions on Vehicular Technology*, 2018, Vol. 67, No. 8, pp. 7698-7711.
3. Qin Hu, Shengling Wang, Rongfang Bie, and Xiuzhen Cheng, "Social Welfare Control in Mobile Crowdsensing Using Zero-Determinant Strategy", *Sensors*, 2017, Vol. 17, No. 5, pp. 1012.
 4. Shengling Wang, Qin Hu, Yunchuan Sun, and Jianhui Huang, "Privacy Preservation in Location-Based Services", *IEEE Communications Magazine*, 2018, Vol. 56, No. 3, pp. 134-140.
 5. Chunchi Liu, Yinhao Xiao, Vishesh Javangula, Qin Hu, Shengling Wang, and Xiuzhen Cheng, "NormaChain: A Blockchain-based Normalized Autonomous Transaction Settlement System for IoT-based E-commerce", *IEEE Internet of Things Journal*, October 2018.
 6. Di Yao, Chao Zhang, Zhihua Zhu, Qin Hu, Zheng Wang, Jianhui Huang, and Jingping Bi, "Learning Deep Representation for Trajectory Clustering", *Expert Systems*, 2018.
 7. (Under review) Qin Hu, Shengling Wang, Xiuzhen Cheng, Liran Ma, and Rongfang Bie, "Solving the Crowdsourcing Dilemma Using the Zero-Determinant Strategies", *IEEE Transactions on Information Forensics and Security*.
 8. (Under review) Qin Hu, Shengling Wang, Xiuzhen Cheng, Junshan Zhang, Weifeng Lv, and Jiguo Yu, "A Cost-Efficient Mobile Crowdsensing with Spatial-Temporal Awareness", *IEEE Transactions on Parallel and Distributed Systems*.
 9. (Under review) Qin Hu, Shengling Wang, Yinhao Xiao, and Xiuzhen Cheng, "Game Theoretic Analysis of Block Withholding Attack Using the Zero-Determinant Strategy", *IEEE Transactions on Parallel and Distributed Systems*.
 10. (Under review) Hongwei Shi, Shengling Wang, Qin Hu, and Xiuzhen Cheng, "Analysis of Moving Target Defense Based on the Zero-Determinant Game Theory", *IEEE Transactions on Network Science and Engineering*.

Conference Papers

11. Shengling Wang, Chenyu Wang, and Qin Hu, "Corking by Forking: Vulnerability Analysis of Blockchain", *IEEE International Conference on Computer Communications (INFOCOM)*, 2019.
12. Qin Hu, Shengling Wang, Liran Ma, Rongfang Bie, and Xiuzhen Cheng, "Anti-Malicious Crowdsourcing Using the Zero-Determinant Strategy", *IEEE International Conference on Distributed Computing Systems (ICDCS)*, 2017, pp. 1137-1146.
13. Qin Hu, Shengling Wang, Liran Ma, Xiuzhen Cheng, and Rongfang Bie, "Solving the Crowdsourcing Dilemma Using the Zero-Determinant Strategy: Poster", *ACM International Symposium on Mobile Ad Hoc Networking and Computing (MobiHoc)*, 2016, pp. 373-374.
14. Qin Hu, Shengling Wang, Rongfang Bie, and Xiuzhen Cheng, "Low Price to Win: Interactive Scheme in Cooperative Cognitive Radio Networks", *IEEE International Conference on Communications (ICC)*, 2015, pp. 7546-7551.
15. Jianhui Huang, Qin Hu, Jingping Bi, and Zhongcheng Li, "Stackelberg Game Based Incentive Mechanism for Data Transmission in Mobile Opportunistic Networks", *International Conference on Wireless Algorithms, Systems, and Applications (WASA)*, 2016, pp. 377-388.
16. (Submitted) Minghui Xu, Shengling Wang, Qin Hu, and Xiuzhen Cheng, "Quantum Analysis for Crowdsourcing Games".

PROFESSIONAL AFFILIATIONS

- **Journal Reviewer** IEEE Internet of Things Journal
- **Conference Reviewer** IEEE INFOCOM 2017 - 2019, IIKI 2017, ACM MobiHoc 2018, WASA 2018
- **Session Chair** IIKI 2016
- **Student Volunteer** IEEE PAC 2018 and IIKI 2013 - 2016