

Zheng Luo

Seeking for SDE Intern opportunity in Summer 2019

Email: vicluo96@gmail.com

Github: @htfy96

Phone (Chinese): +8615800333680

Address: 9500 Gilman Dr., La Jolla, CA 92093

Internships

Dev Intern at Pygmal Technologies

Feb. 2017 - Jan. 2018

Pygmal Technologies is a successful startup founded by an ex-Googler. Responsible for maintaining and adding new functionalities for a VR desktop environment, [SPACE](#), which involves integration with CEF (Chromium Embedded Framework) as well as rendering using C++ and DirectX. Also implemented and optimized a ray tracer from scratch based on Embree, which outputs 720p results for a scene with ~300k faces on a workstation in real-time.

Dev Intern at Ant Financial, Alibaba Group

Jun. 2016 - Sept. 2016

Mainly responsible for developing an internal Docker-based container platform, Ant Container Service (ACS). Spent most time implementing an orchestration module similar to docker-compose with Go.

Projects & Contribution

Go AI

Leader of a group of four, class project

Implemented a Go AI based on AlphaGo's first paper with UCT tree search and a policy neural network. Responsible for board class, UCT search as well as communication module with Protobuf-based serialization in C++ and Python. Beated Facebook's DarkForest(1st ver.) and GNU Go.

Compile-time Static Map in C++ for Boost library

Individual contribution to open-source project, as a proposal for Boost GSoC 2017

Implemented a static_map class, which supports compile-time lookup with a given key, for C++ Boost library

Awards & Publication

Ranked 72nd in Google CodeJam Kickstart Round D

Conference paper(coauthor): *BAHS: A Bandwidth-Aware Heterogeneous Scheduling Approach for SDN-based Cluster Systems* on ISPA 2017

Patent: *An Analysis on Academic Big Data Based on Paper References*

Key Skills

Writing production-level C++14/17
Linux usage and system programming
Micro-optimization and profiling

Debugging using GDB
Writing Go
Docker usage and implementation

Education

M.S. in Computer Science at UC San Diego

Expected to graduate in Dec. 2019 (after fall quarter) or Mar. 2020 (after winter quarter)

B.E. in Computer Science at Shanghai Jiaotong University

2014 - 2018, GPA 3.7 @ Top 30%