

# HONGNING YUAN

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EDUCATION	<b>Columbia University</b> , New York, USA	
	Master of Science in Computer Science • Current GPA: 3.42	Expected Dec 2017
	<b>City University of Hong Kong</b> , Kowloon, Hong Kong	
	Bachelor of Science in Computer Science • Graduated with First Class Honors. Cumulative GPA: 3.5 (Top 10%)	Jun 2016
PROJECT EXPERIENCE	<b>Step by step - Walking, Running and Ranking</b>	Dec 2016 – Jan 2017
	An iOS pedometer and running app • Designed and developed the app individually (Full stack) • Provided global leaderboard feature for running distances • Implemented user registration and integrated Facebook/Google log in • Published on App Store	
	<b>Going Viral</b>	Nov 2016
	A web application that simulates the burst and spread of a plague. • Collected real life flight data (over 250000 airline records) for simulation • Built with Spark, Kafka, Django and Bootstrap • Deployed on Amazon Web Services	
WORK EXPERIENCE	<b>Linux Weighted Round-Robin Scheduler</b>	Oct 2016
	A start-up boosted custom Linux scheduler • Built the scheduler from scratch in a three-person team • Implemented the load-balancing feature • The scheduler functioned well in Huawei Honor 5X Android phone	
	<b>The Hongkong and Shanghai Banking Corporation</b> , Hong Kong	
	Industrial placement trainee, Software Delivery • Took part in the development of SWF Web engine, a web banking application • Conducted user acceptance test and system integration test on the new phone banking hotline • Assisted in managing working items and schedule for the team • Provided general support to the development team	Aug 2014 – Jun 2015
RESEARCH EXPERIENCE	<b>Chinese Academy of Sciences</b>	
	Research Student, Shenzhen Institutes of Advanced Technology • Topic: Facility location problems with optional preference • Proposed the new optional preference model in the field and provided corresponding solutions	Jun 2015 – Aug 2015
	<b>Kyushu University</b>	
	Research Student, Multi-agent Systems Laboratory • Topic: False-name-proof Mechanism Design without Money • Explored the optional preference model under false-name-proof settings	Dec 2015 – Jan 2016
PUBLICATIONS	<b>Hongning YUAN</b> , Kai Wang, Ken C.K. Fong, Yong Zhang, Minming Li. 'Facility Location Games with Optional Preference' in <i>22nd European Conference on Artificial Intelligence</i> , 29 August–2 September 2016, The Hague, The Netherlands	
ACADEMIC HONORS & AWARDS	Bronze Medal, ACM ICPC 2015 Asia Beijing Regional Contest	2015
	Dean's List, College of Science and Engineering, CityU	2015
	CityU Mainland Student Scholarship	2012 – 2016
SKILL SET	Programming languages: Swift, Java, C++, Python, C# Toolkits: iOS dev, Django, AWS, MYSQL	