Xin Huang

Contact
Information

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Education

UNC-Chapel Hill, USA	M.S. in Computer Science	GPA: 3.6/4.0	May 2012
Peking University, China	M.S. in Computer Science	GPA: 89/100	July 2007
Chongqing University, China	B.E. in Software Engineering	GPA: 91/100	June 2004

Experience

Senior Software Engineer   01/2013—06/2013   **Zynga**

- Full-stack software engineer developing Facebook-Independent user registration widgets on zynga.com. Implemented multiple sessions support for authorization flows. Experienced in the PHP, Javascript, HTML, CSS, Memcached/Membase, Solr, Elastic Search, GIT, Splunk.

- Migrated Solr index/query module for the new zynga network. Designed the new schema extensible future new features. Achieved no downtime or outage of Solr service after kicking off the switch.

- Investigated Elastic Search to swap out Solr service for server pool reduction and extensibility.

Software Engineer   06/2012—01/2013   **Zynga**

- Work with a team committed to improve the social platform's (Zynga.com) site performance, service and reliability. Experienced in the LAMP stack. Tackling critical back-end scalability and reliability issues to serve millions of requests from several million Daily Active Users.

- Design and implement optimization code for neighborhood filtering and game friends recommendation for ZFriends. Utilize various techniques across different layers to improve the efficiency, including client side cache, web worker, memcached/membase, Solr.

- Fulfill the weekly On-call and prod release responsibility. Exposed to Agile software development / Scrum.

- Champion of Studio (Zynga.com) Hackathon. Prototype a feature that is chosen to be shipped online.

Research Assistant   08/2007—05/2012   **UNC-Chapel Hill, NC**

- Proposed a framework and designed a software to help network administrators sanitize network packet data. Utilized data mining approach (e.g., sequence alignment and clustering) to process large network traces containing several protocols (e.g., HTTP, FTP, DNS). Introduced a passive identification method to determine browser implementation (IE, Firefox, Opera, Safari) given flow records of web traffic. Stored large amounts of flow records in a relational database and performed analysis using C programs on Linux.

Part-time Research Assistant   08/2004—07/2007   **Peking University**

- Proposed an interactive feature modeling system on smooth (subdivision) surfaces accelerated by graphic hardware (GPU). Implemented the system using C++ MFC, OpenGL and developed shader programs using nVIDIA C.

Technical Skills

Programming: PHP, Javascript, Solr, Elastic Search, HTML, CSS, Bash, SQL, HTTP, TCP/IP, Memcached/Membase, C/C++, Java, Python, Actionscript, MySQL, OpenGL, Matlab, XML

Systems and Networking: Cloud computing, GIT, Splunk, Nagios, Windows, Linux, Unix

Selected Publications

- X. Huang, F. Monrose, M. Reiter. "Amplifying Limited Expert Input to Sanitize Large Network Traces". IEEE/IFIP Int. Conf. on Dependable Systems and Networks (DSN), June, 2011.
- T. Yen, X. Huang, F. Monrose, M. Reiter. "Browser Fingerprinting from Coarse Traffic Summaries". 6th Conf. on Detection of Intrusions and Malware and Vulnerability Analysis, 2009.
- X. Huang, S. Li, G. Wang, "Displacement Modeling: Hardware-Accelerated Interactive Feature Modeling on Subdivision Surfaces". Computer Graphics Int., The Visual Computer 2007.