



Jibin Ou

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Objective: Core Java Software Engineer, Fullstack Software Engineer

EDUCATION

M.Sc., media informatics October 2010–April 2014

RWTH Aachen, Aachen, Germany

Visiting Student, computer science July 2013–April 2014

ETH Zürich, Zürich, Switzerland

B.Sc, information and computational science September 2006–June 2010

Sun Yat-sen University, Guangzhou, China

EXPERIENCE

Software Developer January 2015–Current

Movilizer GmbH, Mannheim, Germany

- Develop and maintain a Java Swing, JavaFX based client application, and develop .Net based customized plug-in application;
- Develop J2ME based client application, which runs on embedded devices, and develop a protocol, which allows plug-in Python or JavaScript based applications to communicate with the client. It works in different scenarios in field of IoT and M2M communication;
- Develop and maintain server-side components, which are related to Spring framework.

Research Assistant April 2014–December 2014

Advanced Interactive Lab and Software Reliability Lab, ETH Zurich, Zurich, Switzerland

- Developed next generation visual programming tool using WPF framework as the front-end, and Eclipse RCP Plug-in as a back-end;
- Conducted user study and analyze user experiment results;

Development Intern January 2013–June 2013

Vehicle Integration and Validation Department, BMW Group, Munich, Germany

- Developed prototypes for a remote collaboration system, which facilitates the communication between different plants in the world.
- Worked with colleagues from different departments to perform user study, collect user requirements and finish the final user test.

Research Assistant July 2011–July 2012

User-Centered Computing Group, Fraunhofer Institute for Applied Information Technology, Bonn, Germany

- Developed a real-time monitor and control service for home appliances, including a Android client, Java based back-end and Plugwise wireless power plugs.
- Worked on using sensor fusion and ad-hoc Wi-Fi network to help generating more accurate location information.

COMPUTER SKILLS	Language: Java, C#, Objective-C, JavaScript, Python, C\C++ Server-side: springMVC, MongoDB, Apache Cassandra Browser-side: Angular 2, Apache Cordova, TypeScript Client-side: Swing\AWT, iOS, Android, WPF, Eclipse RCP Hardware: Microsoft Kinect, Raspberry Pi(GPIO) Tools: LaTeX, VBA Related course: Machine Learning, Human Computer Interaction and Program Analysis	
SELECTED PROJECTS	Heap memory visualization and manipulation July 2013-March 2014 ETH Zürich, Zürich, Switzerland <ul style="list-style-type: none"> • Master thesis under supervision of Prof. Otmar Hilliges and Prof. Martin Vechev • Provided a basic mathematical model for visualizing and manipulating the objects and their relations in the heap. • Design and develop a information visualization component using WPF and the heap traversal component using Eclipse RCP plug-in. 	
	WeAnnotate: A PDF viewer with notes sharing feature Spring 2012 RWTH Aachen, Aachen, Germany <ul style="list-style-type: none"> • Semester project in course <i>Advanced Learning Technology</i> (grade 1.0 very good). I acted as a team leader. • Built an Android tablet client application with MuPDF framework to display PDF files, and a back-end based on Google App Engine. 	
	Location-based pong game Spring 2012 Fraunhofer FIT, Bonn, Germany <ul style="list-style-type: none"> • Built the network layer to achieve P2P communication via WiFi using Qualcomm Alljoyn framework. • Examined different kinds of technologies including GPS, WiFi finger printing, WiFi signal strength and motion sensors to locate the user's position. 	
	ShadowBall: A mixed-reality game based on Microsoft Kinect sensor Spring 2011 Fraunhofer FIT, Bonn, Germany <ul style="list-style-type: none"> • A mixed-reality game which uses Microsoft Kinect sensor and allows players to use their body parts to interact with the on-screen elements. • Conducted user studies; Retrieved, analysed and manipulated the depth map using openNI and openCV. 	
Publication	Jibin Ou, Martin Vechev, Otmar Hilliges. An Interactive System for Data Structure Development . In Proc. Computer Human Interaction(CHI) 2015, Seoul Korea.	
LANGUAGE	English(professional proficiency), German(advanced), Chinese(mother tongue), Cantonese(mother tongue)	
EXTRA-CURRICULAR ACTIVITIES	Won <i>IDEA League Student Research Scholarship</i> , IDEA League, Zürich,2013 Attended Ubicomp Conference, Zürich, 2013 Won <i>Exceptional Outstanding Student Scholarship</i> , Sun Yat-sen University, Guangzhou, both 2007 and 2008	