Jibin Ou

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Available from: 01.09.2016
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
Honeywell Sensing and Productivity Solutions(former Movilizer GmbH), Mannheim, Germany

- Develop and maintain a Java Swing, JavaFX based client application, and develop .Net based customized plug-in application;
- Develop Java Embedded based client application, which runs on embedded devices, and develop a protocol, which allows Python and 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 Zürich, Zürich, 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, PostgreSQL, Apache Cassandra
Browser-side: Angular 2, Apache Cordova, TypeScript
Client-side: Swing\AWT, iOS, Android, WPF
Hardware: Microsoft Kinect, Raspberry Pi(GPIO)
Tools: Anaconda, LaTex, VBA
Related course: Machine Learning, Human Computer Interaction

SELECTED PROJECTS

Real estate transaction dashboard for Beijing, Shanghai and Guangzhou January 2016
Private project, Mannheim, Germany

- Use a Java based crawler to find information of first and second hand transaction information. SpringMVC and mongoDB are used in the backend, which act as BAAS.
- A pure webapp frontend, which based on Angular 2, Bootstrap and TypeScript
- A work-in-progress extension is a Senenium-based crawler for crawling and saving articles from a WeChat public accounts.

Heap memory visualization and manipulation July 2013-March 2014
ETH Zürich, Zürich, Switzerland

- 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

- Semester project in course *Advanced Learning Technology* (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.

ShadowBall: A mixed-reality game based on Microsoft Kinect sensor Spring 2011
Fraunhofer FIT, Bonn, Germany

- 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.(average acceptance rate 20%)

LANGUAGE

English(professional proficiency), German(advanced), Chinese(mother tongue), Cantonese(mother tongue)

EXTRA-CURRICULAR ACTIVITIES

Won *IDEA League Student Research Scholarship*, IDEA League, Zürich,2013
Won *Exceptional Outstanding Student Scholarship*, Sun Yat-sen University, Guangzhou, both 2007 and 2008