# Jibin Ou

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**Available from:** 01.06.2016
**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, 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 and Matlab
**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