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INTERESTED FIELD

Networking, Cloud, Distributed Computing,
Web Design, Web Development

PROFESSIONAL EXPERIENCE

Software Developer @ Tiltfactor, Dartmouth

Metadata Game Project

- 1) Implementing games, realizing the media interface for flickr;
- 2) Helping database design, security enhancement;
- 3) Cooperation with other programmers around the world using Git.

Granted from National Endowment for the Humanities (NEH), a open source, internetbased system for augmenting access to archival records.

SEP 2013 – PRESENT

Research Assistant @ NetLab, Tsinghua University

DCloud: Deadline Guaranteed Cloud Computing

- 1) Design a new datacenter resource allocation mechanism, by considering deadline into job scheduling;
- 2) Build thousands of lines of C++ simulations program;
- 3) Implementation on a 16-machine cluster, writing controlling program with Python and Bash shell;
- 4) Validating efficiency with Hadoop application using; Java,
- 5) Try compare with optimal solution using IBM Cplex;

Increase job throughput by 30~50% comparing to state-of-art, submitted to ACM SIGCOMM 2013.

SEP 2012 – FEB 2013

Research Assistant @ Innovation Project Center of BUPT

SIDES: Scalable Intelligent Distributed Emergency System

1) Propose the idea of a decentralized self-organize wireless-based emergency system that generates real-time evacuation strategy to save lives in fire harzard,

2) Design the the distributed protocol.

3) Conduct simulation on C++ program, and implement in Zigbee wireless nodes using C.

Shorten evacuation by 50% comparing to normal strategy, Won first prize as National Class Innovation Project.

Publication: **Guan, Junjie**, Yanyi Wu, Jinming Ma, Tao Li, Chunlei Xie, Yuli Mo SIDES: Scalable Intelligent Distributed Emergency System, accepted by IC-NIDC2012

AUG 2011 – JUL 2012

PROJECT IN COMPETITION

Team Leader @ Microsoft Imagine Cup 2012

UpAround Social Platform

- 1) Proposed the idea of a location-based social platform, and initiated a technique team of four.
- 2) Manage the product development and presentation.
- 3) As lead programmer, built a full-stack social platform on .Net framework.
- 4) Design and develop a highly-interactive UI using javascript/jquery, html5 and css3.

Gained the 3rd prize in Software Design China Zone (6%).

Youtube Url: <http://goo.gl/jwzWQq>

DEC 2011 – MAY 2012

Undergraduate @ Future Network Lab of BUPT

Status-Based Content Sharing Mechanism for CCN

Reduce overheads and increase transfer rate by around 30% in Content-Centric Network by pre-determining a host based on source status. Then built a experiment network based on CCNx using C.

Publication: **Guan, Junjie**, Xudong Wang, Yu Xia, Tao Huang, Liang Wei Status-Based Content Sharing Mechanism for Content-centric Network, accepted by ICCT2012

APR 2011 – MAY 2011

Undergraduate @ Internet Research Department Center of BUPT

WAP Topology Property Analysis: Comparison With WWW

- 1) Developed a multi-thread web crawler using Python.
- 2) Keep recording statistics for weeks using mySql.
- 3) Analyzed the topology characteristics of WAP, e.g. degree distribution and clustering coefficient.