

Hongxuan Tang

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SKILLS LIST

Languages: C/C++ (Proficient), Python (Proficient), JavaScript, Dart, LaTeX

Tools and Frameworks: Git, Tornado, Flutter, HTML5, PostgreSQL, OpenGL, PyTorch, 80x86 Assembly

PROFESSIONAL EXPERIENCE

Beijing Kapaisou Co., Ltd

Feb 2020 - Nov 2020

Back End Developer, (iOS / Android) Mobile Development

Beijing

Fully responsible for the Dart / Flutter tech stack in terms of development and distribution. Designed the Python / Tornado REST-like back end with a performance of at least 2000 QPS. Also contributing greatly to the code quality of the entire project codebase.

EDUCATION

Harbin Institute of Technology

Sep 2018 - Jul 2022

Information Security BSc, Institute of Computer Science and Software Engineering

Weihai, China

Related courses: Linear Algebra (94), Probability Theory (90), Advanced Language Programming I (95), Advanced Language Programming II (93), Algorithms (87), Web Information Processing (100)

High School Affiliated to Renmin University, China

Sep 2012 - Jul 2018

Club of Olympiad in Informatics, Member

Beijing, China

HONORS & AWARDS

CCSP 2020, CCF Collegiate Computer Systems & Programming Contest, Gold Medal	2020
CCPC 2020, 6th China Collegiate Programming Contest Mianyang, Silver Medal	2020
CCPC 2020, 6th China Collegiate Programming Contest Qinhuangdao, Silver Medal	2020
2019 ICPC, Asia-East Continent Final Xi'an, Bronze Medal	2019
44th ACM/ICPC Asia Shanghai Regionals, Silver Medal	2019
NOIP 2017, National Olympiad in Informatics in Provinces, First Prize	2017
APIO 2017, Asia-Pacific Informatics Olympiad, Silver Medal	2017
19-th HiMCM, High School Mathematical Contest in Modeling, Outstanding Award	2016

PROJECT EXPERIENCE

bzShare: Serverless File Storage System

Aug 2016 - Oct 2016

Team Leader

Beijing

<https://github.com/bzShare-dev/bzShare>

Different from traditional file storage systems, bzShare uses jQuery to provide the users with a neat interface, manages the requests with Tornado and stores the files in nodes in the PostgreSQL database.

This project, which involved 3 members, is conducted as a course project at HS Affiliated to Renmin University.

unPrettySoup: Lightweight C++11 HTML5 Parser

Feb 2019 - Mar 2019

Personal Project

Beijing

<https://github.com/jeffswt/unprettysoup>

Implemented a Python-like UTF-8 character API, fully supporting the analysis and export of variable width Unicode characters. The parser fundamentally followed the HTML5 specifications with the implementation of a finite state automaton, which also provides the users with a BeautifulSoup-like access to DOM nodes.

comTeXt: LaTeX-like Typesetting Language with Code Execution

Jun 2018 - Jul 2018

Personal Project

Beijing

<https://github.com/jeffswt/comTeXt>

Front-end grammar analyzer with XeLaTeX as back-end, allowing macro expansions and Python script execution with additional macro libraries. Typesets the document dynamically.

exponential-chaos: 2D Multiplayer Sandbox Game in pure OpenGL

Apr 2016 - Jul 2016

Personal Project

Beijing

<https://github.com/jeffswt/exponential-chaos>

A multiplayer voxel-like sandbox game written in C++11, with a customized physics engine and a customized render engine based on OpenGL and FreeGLUT.

Axiom Crisis: CV Model Training Framework

Oct 2019 - Nov 2019

Personal Project

Weihai

<https://github.com/jeffswt/axium-crisis>

Fully randomizing the sequence of training sets in every epoch, while still ensuring reproducibility, with the consideration of limited vmem sizes. Axiom Crisis saves all super-parameter changes during trains, and saves the model at certain breakpoints, so that the train may continue from any epoch with the breakpoint dumps.