

EDUCATION

- Aug 2019 – May 2021 **Duke University, Pratt School of Engineering,**
Electrical & Computer Engineering, Master of Science.
Major GPA: 3.9/4.0. ECE Merit Scholarship
- 2015 – 2019 **Southeast University,**
Electronic and Information Engineering, Bachelor of Engineering.
Major GPA: 3.96/4.0 (Top 1). Magna Cum Laude & First-Prize Scholarship (Top 2%)

SKILLS

JavaScript, Java, Python, C/C++
CSS, HTML, Django, Node.js, React.js, SQL, Docker, JavaFX, CI/CD, Emacs

INTERNSHIP

- Jun – Aug 2018 **Research & Development Intern, SIEMENS.**
 - Developed a lab inventory management system using VBA.
 - Implemented operations like register, lookup, borrow and return lab inventory.
- Oct 2018 **Research Intern, CHINESE ACADEMY OF SCIENCES.**
 - Built a smart home control system using MFC and C++.
- May – Aug 2020 **Software Intern, EZTRAIN.**
 - Developed a web application to organize, prioritize and track squadron training at Seymour Johnson AFB.
 - Implemented the features to parse uploaded spreadsheets, display trainee details, and schedule events.

SOFTWARE ENGINEERING PROJECTS

- Apr – May 2020 **Mini UPS System(Python, Django, PostgreSQL, Docker, Protocol-Buffers)**, team work.
 - Constructed a full-stack UPS website paired with world simulator and Amazon systems in Django framework.
 - Developed the back-end server using Python and PostgreSQL, and an intuitive UI with Bootstrap.
 - Built API to realize communications between microservices using protocol buffers.
- Mar 2020 **HTTP Caching Proxy Server(C++, TCP Sockets, Concurrency)**, team work.
 - Handled GET, POST, and CONNECT requests using daemon process and multi-thread.
 - Cached responses according to the rules of expiration time and revalidation in RFC7234.
- Feb – May 2020 **Risk Network Game(Java, JavaFX, Concurrency, JSON, CI/CD)**, team work.
 - Built a multi-player game, using Java for back-end, JavaFX and MVC for UI, and JSON for communication.
 - Players can make move/attack/upgrade/alliance orders, and chat with each other in a chatroom.
- Feb 2020 **Mini Google Protocol Buffer (Java, JSON, Gradle)**, individual project.
 - Pulled class names and fields from input JSON files to generate the Java source codes, including serialization and deserialization methods. Improved by handling objects with cycles in reference graph.
- Jan 2020 **Ride Sharing Web-app (Python, Django, PostgreSQL, Docker)**, team work.
 - Supported functionality like creating accounts, login/logout, driver registration, ride selection, ride requesting, ride status viewing and ride searching. Users can request, drive for, and join rides.
- Jan 2020 **Malloc Library Implementation (C, Concurrency, Synchronization, TLS)**, individual project.
 - Implemented "malloc" and "free" dynamic memory allocation functions from the C standard library, using sbrk system call and linked list.
 - Improved run-time and fragmentation by merging and splitting data segments.
- Nov 2019 **Mini Linux Command Shell (C++, Multi-process, OOD, Valgrind)**, individual project.
 - Developed a command shell to change directory, set and export environment variables, redirection and pipe.
 - Improved with argument parsing of escape and quotation mark, and searching PATH for command name.