

EDUCATION

- **The University of Tokyo** Tokyo, Japan
Master in Interdisciplinary Information Studies, Applied Computer Science Course
Game Research Group, Supervisor: Tomoyuki Kaneko Apr. 2022 – Mar. 2024
- **Huazhong University of Science and Technology** Wuhan, China
Bachelor in Computer Science and Technology, GPA:3.9/4.0 Sep. 2017 – Jun. 2021

INTERNSHIPS

- **Exawizards** Tokyo, Japan
Software Engineer Intern @ Mobile Team Feb. 2023 - Mar. 2023
 - Worked on mobile application development. Fixed several bugs and added several new features.
- **Google** Tokyo, Japan
Software Engineer Intern @ Geo UGC, Guided Editorial Aug. 2022 - Sep. 2022
 - Delivered accessibility reviews filters, which is a project extracting wheelchair accessibility-related reviews for users who need accessibility on Google Map clients.
- **SenseTime** Shanghai, China
Research Intern @ Mobile Intelligence, Auto Driving Group Nov. 2020 - Feb. 2021
 - Mainly investigated the existing problems and carried out new algorithm pre-development work in the planning module which aims to overcome construction scenarios.
- **Alibaba Group** Hangzhou, China
Algorithm Engineer Intern @ Search and Recommend Business Unit Jun. 2020 - Sep. 2020
 - Reconstructed code using Flink framework and fixed bugs caused by Alibaba Cloud Flink team.

PROJECTS

- **Miscellaneous**
Personal Project Feb. 2021 - Jun. 2021
 - I love everything in Computer Science. This GitHub repository includes part of the things I am interested in, like Programming Language Theory (PLT), Distributed System, Algorithm, Useful Tools and so on.
- **Maximal Bicliques Enumeration Algorithm of Bipartite Graphs on Flink**
Undergraduate Thesis, presentation slides Feb. 2021 - Jun. 2021
 - Optimization on Maximal Bicliques Enumeration Algorithm of Bipartite Graphs. Made the origin unparalleled algorithm partially parallel and implemented it on the Flink framework.
- **RISC-V Simulator NEMU**
Course Project Sep. 2020 - Jan. 2021
 - A RISC-V simulator NEMU which can run the game “The Legend of Sword and Fairy”.

SKILLS

Programming Language: C/C++, Java, Python, Lisp (Racket/Scheme)

Chinese – Native

Natural Language: *English – Professional*

Japanese – Elementary

Competitive Programming Rating:

AtCoder – 1014

LeetCode – 2158