

JINGMIN YU

☎ 352-222-1481

✉ jmyu1994@ufl.edu

📄 jingmin-yu

🔗 jmyu1994

3700 SW 27th St D-306, Gainesville, FL, 32608

EDUCATION

M.Sc. Computer Science

expected May. 2018

University of Florida(UF), Gainesville, FL

GPA 3.55/4.0

Major Courses: Analysis of Algorithms, Advanced Data Structure, Cloud Computing, Computer Graphics, Computer Architecture

B.Sc. Electronic Engineering

Sep. 2012 - Jun. 2016

University of Science and Technology of China(USTC), Hefei, China

Major Courses: Embedded Systems and Applications, Fundamentals of Speech Signal Processing, Fundamentals of Signal Statistical Modeling

RESEARCH EXPERIENCE

Clustering on Frequency Hopping Signals

Jan. 2015 - Jun. 2016

Supervised by Prof. Xiaodong Xu

Communication and Electronic System Laboratory of USTC

- implemented k-means and a density-based clustering algorithm for analyzing frequency hopping signals
- built each step of simulation for analyzing frequency hopping signals on MATLAB
- resulted in the accuracy of network sorting and station separating both over 0.9

PROGRAMMING EXPERIENCE

Movie Recommendation System(JQuery, Ajax, PHP, Java)

Sept. 2017 - Dec. 2017

<http://mov-rec.com>

hosted on Google Cloud Platform

- used MovieLens 10M Dataset and recommended movies to users based on their rating history
- designed a webpage to collect users' input data, make recommendations and present results
- implemented an item-based collaborative filter algorithm with Apache Hadoop MapReduce

PageRank on Wikipedia Pages(Scala, Spark, GraphX, AWS)

Sep. 2017 - Oct. 2017

- built an Apache Spark cluster with HDFS on AWS EC2
- programmed in Scala and computed the ranks of Wikipedia pages based on 31GB Freebase Wikipedia Extraction data
- compared performance of pure Spark and GraphX

Android TodoList(Java, XML, Android Studio)

June. 2017 - July. 2017

- designed main page with ListView and Fab
- optimized memory consumption and glide fluency with RecyclerView
- used Android AlarmManager and NotificationManager to remind users of unfinished business

Internet Chat Application(Java, Eclipse, Swing)

Oct. 2016 - Nov. 2016

- programmed in Java on Eclipse and utilized Socket Programming
- realized unicasting as well as broadcasting for both messages and files on multi-threads
- designed a concise GUI with Java Swing to manipulate the application and show results

Arm-like device(C++, OpenGL, Blender, Xcode)

Sep. 2016 - Nov. 2016

- used Blender to draw an arm-like object and applied OpenGL to manipulate and show on Xcode
- accomplished picking and rotating for each part of the device
- displayed a 3D model and automate fitting the texture via ray casting

SKILLS

- Languages: Java, Python, C/C++, MATLAB, SQL, Scala, HTML/CSS, Javascript, PHP
- Frameworks and Tools: Apache Hadoop/Spark, Swing(Java), Maven, jQuery, Docker, Android Studio, IntelliJ, Git, Linux, LaTeX.