

JINGMIN YU

jmyu1994@ufl.edu 352-222-1481
3700 SW 27th St D-306, Gainesville, FL, 32608

EDUCATION

M.Sc. Computer Science expected May. 2018
University of Florida(UF), Gainesville, FL
GPA 3.6/4.0 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
GPA 3.2/4.3 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

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

Google Autocomplete(Java, MapReduce, Docker, MAMP) July. 2017 - Aug. 2017

- constructed N-Gram Library from Wikipedia data and created Language Model based on statistical probability, saved data to MySQL database
- designed a webpage with HTML/CSS, JQuery, PHP and Ajax to present results

Android TodoList(Java, XML, Android Studio) June. 2017 - July. 2017

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

Internet Chat Application(Java, Eclipse, Swing) Oct. 2016 - Nov. 2016

- programmed in Java and utilized Socket Programming on Eclipse
- realized unicasting and broadcasting message and file 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, TensorFlow, Docker, Android Studio, IntelliJ, Git, Linux.