

Wenxuan(Anderson) Cai

Cell: (281) 798-1315

Mail: wenxuancai1992@gmail.com

Site: <http://wenxuancai.com>

EDUCATION

University of California, Berkeley, CA

GPA: 3.96

M.Eng. EECS, May 2015

Rice University, Houston, TX

GPA: 3.99

B.S. Computer Science, May 2014

TECHNICAL SKILLS

Language : Proficient In: **Java, Python, C**

Familiar with: **HTML, Javascript, Objective-C, CSS, SQL, Matlab**

Application and Platform : **Linux, Eclipse, Vim, Git, Android SDK, Xcode**

EXPERIENCE & PROJECTS

Google Inc, Software Engineering Intern

Summer 2014

- Developed a benchmark by designing a workload generator and extending the existing Atlas test framework to measure the performance of Kratos/Goomba system under different workload

Google Inc, Engineering Practicum Intern

Summer 2013

- Wrote a recommendation application using Python and Django for go/give website that generates user-targeted organization recommendations based on user donation history, organization relation, and user Google+ data
- Experimental group of seeing recommendations shows a 35% raising of matching conversion rate

Machine Learning and Natural Language Processing

Fall 2014

- Wrote a Kneser-Ney trigram language model, a speech recognizer, a coarse to fine CKY parser, a discriminative parser reranker, and a machine translator based on IBM 1 and HMM model
- Built a Bayes LDA text classifier for parsing, indexing, and categorizing corpus

Computer Systems

Fall 2014

- Researched the performance of Java applications executing within the resource-isolated cells of Adaptive Resource-Centric Computing and the Tessellation OS under the guidance of Prof. John Kubiawicz
https://www.cs.berkeley.edu/~kubitron/courses/cs262a-F14/projects/reports/project1_report.pdf
- Wrote a Unix mini kernel, a filesystem, a shell, and a concurrent Http Web proxy using C

Student Employee

Spring 2014

- TA for COMP182 Algorithmic Thinking and COMP322 Fundamentals of Parallel Programming, hold weekly office hour and graded student assignments

Web App Development

Spring 2014

- Wrote the backend for a real-time strategy multiplayer shooting game Planet Blitz <http://blitz.nodejitsu.com>
Majorly responsible for developing the authoritative server for handling game requests and synchronizing game states between clients using Node.JS and Socket.IO

Mobile Application

Spring 2013

- Designed an iOS app “OmniReminder” which combines a calendar and a reminder. The project supports cloud event synchronization, appointment geolocation service, and event update through push notification

Object-Oriented Programming

Fall 2013

- Constructed a multi-player interactive game “Industrial Monopoly” which incorporates NASA World Wind SDK using Java Remote Method Invocation API. It supports a synchronized team chatroom and serialized data packet transmission through a peer-to-peer connection framework

Summer Research

Summer 2012

- Researched with Prof. T.S. Eugene Ng on optical routing to conduct performance measurement of different routing algorithms with simulated data center traffic

ACTIVITIES & HONORS

- Magna cum laude for undergraduate GPA at Rice University
- Louis J. Walsh Scholarship in Engineering for 2013-2014 academic year
- Rice President's Honor Roll for 2013-2014 academic year