YU, LIANG www.linkedin.com/in/liangyu2012neu

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EDUCATION

Northeastern University - Boston, MA, United States   2010.9 – 2012.12
College of Computer and Information Science   GPA 3.54/4.0
Master of Science in Computer Science

Nanchang University - Nanchang, Jiangxi, China   2005.9 – 2009.6
Bachelor of Science in Mathematics

SPECIALTIES

Operating Systems:	Mac OS X, Ubuntu, Cygwin, Windows, iOS, Android
Languages:	Java, Python, C/C++, Javascript, Flex, SHELL
Development Tools:	Eclipse, SOAP, REST, Dojo, Ajax, XML, HTML5, Xen
	CSS3, GDB, GIT, SVN, SIP, MySQL, Jenkins, Hadoop

INTERNSHIP EXPERIENCE

Acme Packet   2012.1 – 2012.9
Software Enginner Intern – Web service development and testing
- Configured four virtual machines on XenServe to run SIP tests.
- Helped with ASC automated testing framework by writing twenty python tests.
- Developed and deployed web services applications with Java, Dojo and GWT/GXT.
- Worked on Flex mobile application, fixed bugs and tested it on iPhone and iPad.

PROJECTS AND EXPERIENCE

Northeastern University Boston, MA

Trending Stock Prices via Twitter   2011.9 – 2011.12
- Processed 1.7 billion twitter messages and 50 millions stock records with Hadoop(Pig).
- Developed and debugged Java codes in hadoop projects on a ten-node cluster.

Operating System Course   2011.9 – 2011.12
- Experience in multi-processing programming in C.
- Wrote c codes to mimic the mirroring, striping, RAID4 and RAID5 operations.
- Implemented a file system with basic methods(mkdir, rm, read, write and ls).

Porting MTCP from Linux to Mac OS X 10.6   2011.1 – 2011.4
- Analyzed implementation of MTCP under Linux by reading huge c and c++ codes.
- Probed the memory boundaries(stack, heap, data, text) of a process under Mac OS X, by using self-defiled SIGSEGV handler and setlongjump call() in c.

Scientific Community Game(SCG)   2011.1 – 2011.4
- Wrote network-flow avator by using Java, and performanced unit tests to ensure its integration to the existed SCG Arena.
- Used Jenkins continuous integration system to ensure the independence of builds and test cases and used EclEmma to measure test coverage in the SCG project.

Server-Client Multi-Users Tank-war Game   2010.11 – 2010.12
- Implemented Java threads to instantly render 2D graphics and sound effect.
- Implemented TCP and UDP protocols to establish communication between server and clients.