Ken LING

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OBJECTIVE

Seek a summer intern position in the field of Computer Science using my programming skills and system design knowledge

EDUCATION

DEC.2016 **Carnegie Mellon University**, Master of Science in COMPUTER SCIENCE
JUL.2015 **Tsinghua University**, Bachelor of Engineering in COMPUTER SCIENCE (GPA: 90/100)

PROJECT EXPERIENCE

JAN-MAY 2015 *Modeling Web Quality-of-Experience on Wi-Fi Networks*
Collected Wi-Fi factors and user traces on routers using C
Characterized the relationship between user experience of web browsing and Wi-Fi factors using decision tree
Best undergraduate thesis in Network Laboratory in Tsinghua University

SEP-DEC 2014 *Trumponline, A Card Game Web Platform*
Designed the platform with Model-View-Presenter framework
Implemented the Presenter which connected back-end and front-end, and designed front-end using GWT
Teamwork of 6 fellows
Project page: https://github.com/lingken/TrumpOnline

SEP-DEC 2014 *User-aware Home Network Bandwidth Allocation System*
Designed a dynamic rate-allocation system over SDN-powered home smart routers
Built up a simulation system with Mininet and Open Virtual Switch

SEP-DEC 2013 *AI Design for Connect Four Game*
Implemented an AI for Connect Four with Monte Carlo Tree Search method by C++
Achieved a winning rate over 90%

SELECTED COURSES

Fall 2015 Distributed Systems, Algorithm Design and Analysis, Design Human-Centered Software
Undergraduate Software Engineering, Service Oriented Software Design and Development

COMPUTING SKILLS

Programming Languages: C/C++, Java, Python, Go, MATLAB
Professional Software: Mininet, Wireshark, MySQL

HONORS

2014 Tsinghua - Evergrande Group Scholarship (top 5% merit in cohort)
2013 Tsinghua - Zheng Geru Scholarship
2012 Tsinghua - Suzhou Industrial Park Scholarship (top 5% merit in cohort)