

Zhongpeng Lin

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Education

University of California

Santa Cruz, CA, USA

PhD, Computer Science, GPA: 3.89/4.00

2010 – now

- Thesis topic: Understanding and Simulating Software Evolution
- Research areas: Software evolution, software repository mining
- Courses: *Information Retrieval, Machine Learning, Artificial Intelligence, Analysis of Algorithms, Mathematical Statistics*

Institute of Software, Chinese Academy of Sciences (ISCAS)

Beijing, China

MS, Computer Software and Theory, GPA: 87.9/100

2007 – 2010

- Research areas: software cost estimation, software bug prediction
- Courses: *Advanced Data Mining, Advanced Software Engineering*
- Honors and awards: *Outstanding Student* of 2009, available to top 15% graduate students

Xiamen University

Xiamen, China

BS, Software Engineering, GPA: 90.0/100

2003 – 2007

- Honors and Awards
 - Distinguished Graduate* of 2007, available to top 3% graduates by GPA each year
 - China Construction Bank Scholarship* of 2006 and 2007, available to top 5% by GPA undergraduate students each year
 - Xiamen University First-Rank Scholarship* of 2004 and 2005, available to top 5% by GPA undergraduate students each year

Technical skills

Languages: Java, Python, JavaScript (Node.js), ActionScript 3, Ruby (ROR), Objective-C (iOS), C

Databases: MySQL, MongoDB, SQLite, PostgreSQL

Operating Systems: GNU/Linux, Windows, Mac OS X

SCM: Git, Subversion

Experience

Research

University of California

Santa Cruz, CA, USA

Graduate Student Researcher

2010 – now

Projects:

- Worked on CHEKOFV project that tries to build a game for cloud source based formal verification. Worked as the game server (Express.js) developer and one of key developers of the game client (ActionScript 3).
- Worked on a project *Understanding the Design Space of Mixed Initiative Robot Design Tools*, developed the prototype in JavaScript. It used Raphael.js to sketch the robot chassis in 2D, and Three.js to render it in 3D.

Working

Microsoft

Redmond, WA, USA

SDET Intern

2014

Google

Mountain View, CA, USA

Software Engineering Intern

2013

Developed a JavaScript fuzzer that generates random JavaScript to test Closure Compiler.

Hoolai Social Game Ltd

Beijing, China

Part-time Software Engineer, Database Administrator, System Administrator

2008 – 2009

- Participant in the development of several social network games using Ruby On Rails and Adobe Flex, one of which had more than 600 thousand Daily Active Users at its peak
- Setting up and maintaining a web infrastructure comprised of an Nginx/lighttpd server as load balancer, and several Nginx/lighttpd servers with several Phusion Passenger processes on each server to process more than 10 million HTTP requests every day
- Configuration and optimization of the MySQL and Memcached servers

Xiamen Shepherd Co., Ltd

Xiamen, China

Intern

2007

Used ROR and adopted Extreme Programming practices to develop several projects, including a Agile development management system AgilePlanner and an on-line music composition website ComposeItYourself.

Teaching.....

University of California

Santa Cruz, CA, USA

Teaching Assistant

2011

Courses: *Machine Learning and Data Mining, Introduction to Database Management Systems, and Introduction to Computer Science*

Publications

Zhongpeng Lin and Jim Whitehead. Using fine-grained code change metrics to simulate software evolution. In *Proceedings of the 5th International Workshop on Emerging Trends in Software Metrics*, pages 15–18, Hyderabad, India, June 2014. ACM Press.

Heather Logas, Jim Whitehead, Michael Mateas, Richard Vallejos, Lauren Scott, Dan Shapiro, John Murray, Kate Compton, Joseph Osborn, Orlando Salvatore, Zhongpeng Lin, Huascar Sanchez, Michael Shavlovsky, Daniel Cetina, Shayne Clementi and Chris Lewis. Software verification games: Designing xylem, the code of plants. In *Proceedings of the 9th International Conference on the Foundations of Digital Games*, 2014.

Zhongpeng Lin, Chris Lewis, Sri Kurniawan, and Jim Whitehead. Why players start and stop playing a chinese social network game. *Journal of Gaming & Virtual Worlds*, 5(3):307–328(22), 2013.

Zhongpeng Lin. Understanding and simulating software evolution. In *Proceedings of the 35th International Conference on Software Engineering*, pages 1411–1414, San Francisco, CA, USA, 2013. IEEE/ACM.

Chris Lewis, Zhongpeng Lin, Caitlin Sadowski, Xiaoyan Zhu, Rong Ou, and E. James Whitehead Jr. Does bug prediction support human developers? findings from a google case study. In *Proceedings of the 35th International Conference on Software Engineering*, pages 372–381, San Francisco, CA, USA, 2013. IEEE/ACM.

Caitlin Sadowski, Chris Lewis, Zhongpeng Lin, Xiaoyan Zhu, and E. James Whitehead. An empirical analysis of the fixcache algorithm. In *Proceeding of the 8th working conference on Mining software repositories*, pages 219–222, Honolulu, HI, USA, May 2011. ACM Press.

Jing Du, Ye Yang, Zhongpeng Lin, Qing Wang, Mingshu Li, and Feng Yuan. A case study on usage of a software process management tool in china. In *Proceedings of the 2010 Asia Pacific Software Engineering Conference*, pages 443–452, Sydney, Australia, November 2010. IEEE Computer Society.

Zhongpeng Lin, Fengdi Shu, Ye Yang, Chenyong Hu, and Qing Wang. An empirical study on bug assignment automation using chinese bug data. In *Proceedings of the 3rd International Symposium on*

Empirical Software Engineering and Measurement, pages 451–455, Lake Buena Vista, FL, USA, October 2009. IEEE.