Zhongpeng Lin

+1 (831) 708-8597 • lin.zhp@gmail.com
users.soe.ucsc.edu/~linzhp/ • linzhp • linzhp

Education

University of California **Santa Cruz, California**
PhD, Computer Science, GPA: 3.89/4.00 *2010 – now*

- 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: *Excellent 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
  - *Excellent 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, California**
Graduate Student Researcher *2010 – 2013*

Projects:

- Worked on CHEKOFV project that tries to build a game for cloud source based formal verification. Worked as the game server (node.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. We wrote automatic tests using the Jasmine framework.
- Developed extensions to the *MininGit* open source project in Python, and maintained it as the primary reviewer

Working

Google **Mountain View, California**
Software Engineering Intern *2013*

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

eleGreen **Walnut, California**
Part-time iOS Developer *2012*
Developed an iOS app for users to trade-in their smart phones and tablets and track their trade-in requests. It uses multi-threading to communicate with eleGreen's web API, and Core Data to provide a local cache. The app can be found on Apple's App Store at https://itunes.apple.com/us/app/elegreen/id568587701

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, California**
Teaching Assistant *2011*
I TA'ed in the following courses: *Machine Learning and Data Mining*, *Introduction to Database Management Systems*, and *Introduction to Computer Science*

Publications

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, 2013. IEEE/ACM.

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

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.

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, New York, New York, 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*, APSEC '10, pages 443–452, Washington, DC, USA, 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 *2009 3rd International Symposium on Empirical Software Engineering and Measurement*, ESEM '09, pages 451–455, Washington, DC, USA, October 2009. IEEE.