ZHIZHEN FAN

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SUMMARY:

Passionate and proactive programmer looking for a full-time developer position, with solid foundation in data structures, algorithms, design patterns and software design.

SKILLS:

- Excellent knowledge of developing and debugging **Java**, **C/C++**
- Excellent knowledge of **TCP/IP** and **Networking Fundamentals**
- Extensive experience in **Multi-Threaded** and **Multi-Process** programming
- Rich experience with **Python, MYSQL, Berkley DB**
- Good knowledge of **HTTP, HTML, CSS, SOAP**
- Rich experience with **Distributed System** design and implementation
- Rich experience with **Hadoop, HDFS, MapReduce**
- Rich experience in developing **Backend Server Applications**
- Rich experience in **System Performance Optimization** and **Trouble-Shooting**
- Experience in **Linux Kernel Hacking**
- Excellent **Linux/UNIX** skills

EDUCATION:

Temple University, Philadelphia, PA, USA
M.S. in Computer Science, Jan 2014

Northwestern Polytechnical University, Xi'an, Shaanxi, China
B.E. in Software Engineering, July 2004

EXPERIENCE:

SevOne Inc., Delaware, U.S.A
System Programmer Intern, May 2013 – August 2013

Renren Inc., Beijing, China
Staff Engineer, October 2011 – August 2012

StreamOcean Inc., Beijing, China
Staff Engineer, May 2009 - October 2011

Other software companies in Beijing, China
Software Engineer, July 2004 - May 2009

PROJECTS:

P2PHDFS–Peer to Peer Hadoop Distributed File System, 2013, Temple University
P2PHDFS is a fully distributed Statistic Multiplexed Computing architecture implementation for the existing Hadoop File System (HDFS) to eliminate single point failures and to obtain higher performance and reliability.
- Involved in protocols and modules design.

- Wrote Java applications to implement the tuple message-passing infrastructure.

StreamSense–Server Driven Adaptive Streaming, 2011, StreamOcean Inc.
StreamSense is a server application providing Server Side HTTP Smooth Streaming.
- Built a mathematical model estimating the traffic of TCP connections.
- Wrote algorithms in C to detect network congestion and proactively feed the best-bitrate stream to the client, with no network overhead.

CCG–Cluster Content Gateway, 2011, StreamOcean Inc.
CCG is a layer-7 load-balancer supporting content-aware scheduling.
- Performed core system design using Netfilter and Libipq supporting 400,000 concurrent users.
- Wrote kernel module in C to transfer TCP connections, manage sessions and perform session load balance scheduling.
- Wrote applications in C++ to perform content management.

AWARDS:

- Best employee of the year, 2011, StreamOcean Inc.
- First-class integrated scholarship, 2001, Northwestern Polytechnical University
- Second-class integrated scholarship, 2002, Northwestern Polytechnical University