

Chenfeng He

EDUCATION

2015.09 - 2018.03	Master (Top 10%)	BUPT	Information and Communication Engineering
2011.09 - 2015.07	Bachelor (Top 10%)	BUPT	Information Engineering

SKILLS

English : CET-6 , 440 , have good English speaking and writing ability.

Computer:

- 3 months Java background development experience, familiar with the SSM framework, familiar with Spring AOP source, familiar with IntelliJ, Maven development tools.
- C ++ and Java based solid, familiar with STL source, familiar with JDK 8 concurrent package source.
- Has a good data structure (achieving a number of balanced trees, including AVL tree, red and black trees, B / B + tree) and algorithm basis.
- Has a certain theoretical basis for the distribution system.
- Familiar with the basic Linux operating and development environment, familiar with the basic operation of the database.

INNERSHIP & PROJECT EXPERIENCE

2017.07 - 2017.9	Microsoft-O365	C# Developer
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Description: Exchange mail server status monitoring.

Responsibilities:

- Use PassiveMonitoringSDK to generate log information and upload it to the Geneva platform.
- Use the Topology Deployment Service platform for unit testing.
- Summarize the log data, and visualize the data.

2017.03 - 2017.05	Suntech agency	Java Developer
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Description: Provide the cloud management platform for the operator to configure the relevant parameters and operational operations, to provide easy access to the traffic function module.

Responsibilities:

- Participate in the overall architecture of the traffic platform design.
- Build the basic environment for development.
- Implementing most access layer APIs.
- Using Spring integrated Quartz framework to achieve regular recording download function, and statistics real-time concurrent download rate.

2017.06 - 2017.06	IM chat software	Java Developer
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Description: Develop real-time communication software with C / S as the infrastructure.

- Responsible for client / server architecture design.
- Design and implement a message transfer protocol, and define a message format.
- Design Message Reader / Writer middleware for byte sequence caching, splicing and parsing, and Message serialization.
- Use the factory design pattern and JDK dynamic proxy technology to dynamically enhance the logic for Message Reader / Writer middleware.
- Designing the PipeLineTask interface and its inheritance system, defining the basic process of client / server message processing, implementing multi-threaded load balancing.
- Design and implement software interface based on Javax Swing.

2016.06 – 2017.05

LTE-V2X platform

C++ Developer

Description: Set up LTE-V2X car network simulation platform for the wireless resource allocation algorithm and routing algorithm to provide a consistent verification platform.

- Using C++ to achieve a slight intrusion of reflection, and as a basis to achieve the IoC container.
- Responsible for the design of the simulation platform architecture.
- Responsible for the design and implementation of multiple modules of the simulation platform, each module for interface programming, with the IoC container, you can achieve fast switching between different implementations.

2015.09 - 2016.03

Wireless Broadcast Video Coding

Designer

Description: Proposed a new video coding transmission scheme for wireless broadcast environment.

- Access to literature, using matlab to achieve all the classic video coding program.
- Design and implement wireless broadcast video coding scheme with high robustness and high scalability AGD-CAST.
- In the WCSP 2016 (IEEE) published a conference paper - "Adaptive GoV dividing video coding for wireless broadcast based on power allocation optimization".s

HONORS & AWARDS

- 2016.09 Outstanding Student.