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**Chenfeng He**

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**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**

**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**

**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**

**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.