Lu Chu

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Technical Skills

Programming Language

- C/C++
- Python
- Qt/QML

Software

- Latex
- Git
- Linux/MacOS

Machine Learning

- pytorch
- Tensorflow/Keras
- sklearn

Education

East China Normal University   School of Computer Science and Software Engineering
July, 2019
Mater – Cryptography and Cyber Security

ChangShu Institute of Technology   School of Computer Science and Engineering July, 2015
Bachelor – Internet of Things

Research Project

Group Attributes Context-aware Password Guessing Scheme   November, 2017 – Present
- Analyzed the defects and shortcomings of traditional password attack algorithms(PCFG and Markov).
- Proposed a weak password guessing method based on deep recurrent neural network.
- Combining user group attributes, we proposed a conditional RNN targeted weak password guessing technique.
- Performing related experiments on leaked password sets such as Rockyou, CSDN, and 12306, and we analyzed the experimental results.

Generative Adversarial Networks Based Industrial Control System Protocol Reconstruction   **September, 2017 – October, 2017**
- Analyzed the necessity of reconstruction of industrial control protocols in fog computing scenarios.
- Convert industrial control protocols to gray scale images and analyze protocol features.

- Reconstruction of Industrial Control Protocol using DCGAN.

An Adversarial Sample Based Attack Method for Malware Detection   April, 2017 – August, 2017

- Analyzed the problem of confrontational samples facing deep learning and traditional machine learning.
- Proposed a technique based on genetic algorithm to efficiently find the adversarial samples.
- Performed related experiments and analysis in malicious PDF file detection system.

StudentTeams

Student Council Minister   July, 2017 – Present

- Organized the promotion and planning of student union activities.
- Organized academic activities.

Teaching Assistant   September, 2017 – January, 2018

- Participated in the teaching of computer programming courses.
- Assisted the teacher to complete the Q&A work.

Work Experience

Pioneer Suntec(ShangHai) Electronic Technology Co., Ltd   January, 2015 – July, 2015
C++ Programmer

- Participated in the development of embedded software for in-vehicle electronic systems.
- Maintaining related documents and learn to use QML.

Suzhou C2fun Network Technology Co., Ltd   September, 2015 – March, 2016
Game Developer

- Participate in "Three Kingdoms" development work.
- Participate in the optimization and development of the company's game engine.

Intrests

- Reading – I like Wang Xiaobo's "The Golden Age", Yu Hua's "Living", and Zhang Yueran's "The Skull".
- Algorithm – I like to study machine learning and like to read Bishop's classic book "Patter Recognition and Machine Learning". I also shared my reading notes, please refer to my github.
- Sports – Pingpong, badminton.