Marc Chengliang Zhang

Aspiring Scientist currently working towards my Computer Science PhD Clear Water Bay, NT., Hong Kong

EDUCATION

Hong Kong University of Science and Technology

Hong Kong SAR

2016.9 until now

Ph.D. candidate of Computer Science and Engineering

Hong Kong PhD Fellowship awardee

Harbin, P.R.China

2012.9 - 2016.6

Harbin Institute of Technology B.E. Internet of Things Engineering

Selected Honors: National Scholarship (Top 2%), People's Scholarship, Fuji Xerox Scholarship

PUBLICATIONS

Chengliang Zhang, Minchen Yu, Wei Wang, and Feng Yan "MArk: Exploiting Cloud Services for Cost-Effective, SLO-Aware Machine Learning Inference Serving," appears in the 2019 USENIX Annual Technical Conference (ATC'19), Renton, USA, July, 2019.

Chengliang Zhang, Huangshi Tian, Wei Wang, and Feng Yan "Stay Fresh: Speculative Synchronization for Fast Distributed Machine Learning," appears in the 38th IEEE International Conference on Distributed Computing Systems (ICDCS'18, research track), Vienna, Austria, July, 2018.

EXPERIENCES

Research Assistant

Spark cache management project

02/2017 -

Department of Computer Science and Engineering | HKUST

05/2017

- Participated in the implementation of online LRC module in Spark.
- The work is accepted by INFOCOM'17, as <u>LRC: Dependency-Aware Cache Management for</u>
 Data Analytics Clusters

Intern Engineer

DuRobot

07/2015 -

Natural Language Processing Department | Baidu, Inc.

05/2016

Participated in the research and development of a series of Intelligent Robots.

Programmer of the DeepQA module with which users can interact through natural language and gestures.

SOCIAL ACTIVITIES

Volunteer <u>the Helper Documentary Premier</u>

2017

- Volunteered in the event that raised awareness of migrant domestic helpers' warfare

Key member Zhumeng Stage Play Club

2012 - 2014

- Starred in two stage plays with a total of audience more than 3,000

Intern Assistant TV Show Action! of Heilongjiang TV Station

2013

- Participated in several episodes' production of a show called Action!