Chengliang Zhang

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



2012.9 - 2016.6

EDUCATION

Hong Kong University of Science and Technology Hong Kong SAR 2016.9 until now

Harbin, P.R.China

Ph.D. candidate of Computer Science and Engineering

Hong Kong PhD Fellowship awardee

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," to appear 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 – 05/2017	
Department of Computer Science and Engineering HKUST			
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	<u>DuRobot</u>	07/2015 –	
Natural Language Processing Department Baidu, Inc.			
Participated in the research ar	nd 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	the Helper Documentary Premier	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 Assista	nt TV Show Action! of Heilongjiang TV Station	2013	
- Participated in several episodes' production of a show called Action!			