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EXPERIENCE

12/2013 - Present: Software Engineer, Cisco Systems

I work in the Core Software Group (CSG) at Cisco. Specifically I work on network policy infra across many platforms on Cisco IOS systems. Some interesting works that I contributed:

- Code convergence of the network policy infra between two major branches of Cisco IOS systems.
- Remote Class lookup API: provide an API for remote QoS class lookup in Cisco IOS.
- WPM (Wireless Provisioning Module): A event-driven module sits in-between wireless controller and policy infra to help applying dynamic policies onto wireless entities like AP, radio and clients.
- Non-unique class ID in the policy infra to support non-unique priority levels in OpenFlow.
- Network policy statistics: This is a small one. Just used an AVL tree to count and update policy types and client types, for the speed.

EDUCATION

09/2008 - 12/2013: Ph.D. in Computer Science & Engineering, University of Cincinnati, GPA: 3.8, Dissertation: Effective Use of Network Coding in Multi-hop Wireless Networks

09/2004 - 04/2008: B.S. in Network Engineering (CS equivalent), Chongqing University

SKILLS

- Programming Languages: C > C++ = Python > Java > Go = PHP > JavaScript
- Non-linguistics: SQL, HTML, CSS
- Experience: Linux/Unix programming, Network Simulation (ns-3), OpenFlow and SDN (Mininet, POX), RESTful API, Web Development
- Strong background in Computer Networks and TCP/IP Protocol Stack.
- Solid knowledge in Operating Systems, Distributed Computing, Algorithms and Data Structure. Fundamental knowledge in databases (SQL and NoSQL)

PAST RESEARCH WORKS

Network Coding in Multi-Radio Networks: Design and implement an opportunistic and independent 2.5 layer protocol for network coding in multi-radio networks. First distributed and practical solution to this problem. Throughput gain in some cases can be 10%. Latency gain around 50% is also achieved.

Source code of Yanci, in C++, my implementation of COPE: https://github.com/yangchi/ns3-yanci

Source code Murco in C++: https://github.com/yangchi/Murco

Publication: Murco: An Opportunistic Network Coding Framework in Multi-Radio Networks, IEEE ICC 2012, first author

Practical Coding-Aware Routing Protocols: Propose and design a new routing metric ETOX and a hybrid routing protocol HyCare for network coding capable networks. ETOX consider both coding opportunities and wireless channel quality. HyCare has both link-state routing and reverse forwarding functions. Achieve around 100% throughput gain compared to classical routing protocols with network coding in wireless mesh network backbone.

Source code in C++: https://github.com/yangchi/ns3-ETOX

Publication: HyCare: Hybrid Coding-Aware Routing with ETOX Metric in Multi-hop Wireless Networks, to appear at IEEE MASS 2013, first author

Network Locality in Wireless Networks: This is the first validation of network locality in both WLAN and wireless mesh networks. Created packet parser in **Python** to analyze more than 1.3 billion packets (more than 130GB of data) collected from both real network traces and simulations. Examined 4 common network locality characteristics with 5 different routing schemes in multi-hop wireless networks.

Source code in Python: https://bitbucket.org/yangchi/trace_parser Publication: Network Locality in Wireless Networks, ACS/IEEE AICCSA 2013, first author

Decoding-Delay Sensitive Coding Scheme in TCP: Design a novel coding scheme for network-coded TCP to solve the decoding delay problem in such TCP implementations. Constant first-packet decoding delay in regardless of the number of raw packets in an encoded packet. 10% throughput increase and even more significant end-to-end delay reduce compared to previous similar algorithm.

Paper: TCP-Forward: Fast and Reliable TCP Variant for Wireless Networks (http://arxiv.org/abs/1408.2626)

OTHER WORKS

Real-time Server Personal project for fun. My friend was writing an online game. I wrote the back-end for him with Python, Tornado and Redis.

Web Developer University of Cincinnati, 04/2012 - 06/2013: Design and implement E-Portfolio system, an online portfolio and assessment platform, for College of Engineering and Applied Sciences at University of Cincinnati using PHP and MySQL as well as HTML, CSS and JavaScript.

Source code, mostly in PHP: https://bitbucket.org/yangchi/e-portfolio

Teaching Assistant University of Cincinnati, Spring 2010-2011: Ad Hoc and Sensor Networks class.

Internship Institute of Computing Technology, Chinese Academy of Sciences, Summer 2007: Tested functions and reliability of a SOA framework with Java.