

## Educational Background

<b>08/2018-present</b>	<b>University of South California</b>	<b>Los Angeles, CA</b>
<ul style="list-style-type: none"> <li><b>Major:</b> Master of Science in Computer Science</li> </ul>		
<b>09/2014-08/2018</b>	<b>Shanghai Jiao Tong University - Joint Institute</b>	<b>Shanghai, China</b>
<ul style="list-style-type: none"> <li><b>Major:</b> Bachelor of Science in Electrical &amp; Computer Engineering</li> </ul>		
<b>Selected courses:</b> Mobile Device and Game Console; Database System; Multimedia Systems; Operating Systems; Design of Microprocessor; Algorithms; Computer Networks; Method and Tools for Big data; Computer Organization.		

## Internship & Research Experience

<b>Feb 2018 – Sept 2018</b>	<b>YiTang</b>
<ul style="list-style-type: none"> <li>Project manager for vender machine of medical supplies (planning proposal).</li> <li>Project manager for family doctor informatization in communities.</li> <li>Agent of China Mobile in telecom services (broadband, signal coverage, IoT related projects).</li> </ul>	
<b>Mar 2018 - Jun 2018</b>	<b>Orangee</b>
<ul style="list-style-type: none"> <li>Crawled website for football match information.</li> <li>Participated in updating website (<a href="http://www.caiqiula.com">www.caiqiula.com</a>).</li> </ul>	
<b>Sept 2017 - Dec 2017</b>	<b>Zonry</b>
<ul style="list-style-type: none"> <li>Researched in existing weak current equipment from different manufactures.</li> <li>Studied weak current equipment installation and maintenance on worksite.</li> <li>Installed “Fire Safety Classroom” facilities in 12 schools in Pudong District, Shanghai.</li> </ul>	
<b>Sept 2017 - Dec 2017</b>	<b>KLA-Tencor</b>
<ul style="list-style-type: none"> <li>Developed Basal Plane Dislocation detection algorithm optimization for wafer production.</li> <li>Designed Application Programming Interfaces for different platforms for development and application.</li> <li>Applied image processing, parallel programing, and decision tree based on OpenCV.</li> </ul>	

## Selected Course Project

<b>Mobile Game Development</b>	<b>Jan 2019 – present</b>
<ul style="list-style-type: none"> <li>Developing a puzzle and platform mobile game with Unity on Android and iOS.</li> </ul>	
<b>Hyperlink Media Player Development</b>	<b>Nov 2018 – Dec 2018</b>
<ul style="list-style-type: none"> <li>Designed a media player with hyperlinks between videos, and an auxiliary tool to create hyperlinks.</li> </ul>	
<b>JOS Kernel Development</b>	<b>Aug 2018 – Dec 2018</b>
<ul style="list-style-type: none"> <li>Implemented memory initializing, exception and interrupt handler on x86 exokernel called JOS 6.828.</li> </ul>	
<b>Microprocessor Game Application</b>	<b>July 2018 - Aug 2018</b>
<ul style="list-style-type: none"> <li>Implemented game <i>battle of tanks</i> on MCU pic32mx795f512l in a C like language.</li> <li>Used interrupts, ADC, PWM, and communication protocol link I2C and UART.</li> </ul>	
<b>Distributed System Deployment</b>	<b>June 2018 - Aug 2018</b>
<ul style="list-style-type: none"> <li>Deployed a distributed system based on Hadoop in a group of three.</li> <li>Implemented Serialization by Avro, and query by Drill.</li> </ul>	
<b>Socket Programming</b>	<b>May 2018</b>
<ul style="list-style-type: none"> <li>Designed an application layer communication protocol for server and client with socket programming.</li> </ul>	
<b>Shell Development</b>	<b>Sept 2016</b>
<ul style="list-style-type: none"> <li>Implemented a Unix shell in C for Minix 3.</li> </ul>	

## Skills

- Languages:** Mandarin (native), Cantonese (native), English (fluent), Japanese (beginner), Spanish (beginner)
- Computer skills:** Python, C/C++, bash, Java, R, Hadoop, SQL, MongoDB, OpenCV, Unity, Verilog.