Zeleng Zhuang

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EDUCATION

MS of Computer Science, *Jan.2015 - Sep.2016 (expected)*
Courant Institute of Mathematical Sciences, New York University
GPA: 4.0 / 4.0, *Grader for Social Multiplayer Games (Fall, 2015)*

BS of Electronics and Computer Engineering , *sep.2010 - Jun.2014*
Shanghai Jiao Tong University, *GPA: 3.55 / 4.0*
Research Assistant for Lab of Cryptology and Computer Security (LoCCS)

PUBLICATION

Zeleng Zhuang*, Jiachao Chen, Haosheng Zhang **"A Countermeasure for DES with Both Rotating Masks and Secured S-Boxes"** *10th International Conference on Computational Intelligence and Security (CIS) DOI: 10.1109/CIS.2014.43*

SKILLS

Languages: *C/C++, Java, Python, Javascript, HTML/CSS, SQL, Scala, Scheme*
Framework and Platforms: *Angular, Django, Bootstrap, Typescript, Node.JS, Scrapy*
Hadoop Techniques: *MapReduce, Pig, Hive, Spark*

PROJECTS

Recommender system for NYC residential community　　　　　Summer 2015
A website recommending communities based on zip-code according to two algorithms. The first algorithm is based on user facts such like his race, his education, etc. The second algorithm is based on user's preference on eating, shopping, education, etc.

- Scraped raw data from Yelp, city-data and crime-map data
- Refined data and calculated over-all rating in aspect of eating, shopping, etc for each zip-code in a distributed way using MapReduce, Pig, Hive, Spark.
- Built a website using Django, Bootstrap, Google Map api and host on AWS, which implements mentioned algorithm as well as a hybrid way of both.

Social multi-player game developing　　　　　　　　　　Spring 2015

- As the grader, developed a demo front-end card game called *Cheat*, which mainly uses Typescript and Angular as the JS framework, using CreateJS for the graphic part and Bootstrap for the helper slides showing the rules of the game. Did some specific improvement to make it much easier to play on a mobile devices.
- Developed a multi-player board *Nine Men's Morris*, upgraded a board game *Weiqi/Go* and a real-time game *Pac-Man*. All these games use Angular as the framework and support drag-n-drop on mobile device. Used manifest to enable off-line playing and applied unit test, end-to-end test.

WORKING EXPERIENCE

Software Engineer at ViewSources, Corp.　　　　　　　　Jan - Dec 2014
ViewSources is a startup by my professors and I was one of the main software engineer at that time. It is a company producing both the software and hardware of side-channel analysis. My responsibilities include:

- Wrote most part of the GUI of a software SCAnalyzer in Java.
- Developed a program to demonstrate the curve of power points which supports zooming with different sampling rate along with strategies of caching and pre-fetching in C++, making it work smoothly when dealing with 10-100 k points. Processed data was transferred from C++ to Java using JNA for displaying.

- Inplement the classic DPA and CPA algorithm for DES, which can recover the key from plain text and cipher text according to the power traces recorded by hardware.