Zeleng Zhuang

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EDUCATION

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

B.S. in Electronics and Computer Engineering *Sep.2010 - Jun.2014*
Shanghai Jiao Tong University
Research Assistant for Lab of Cryptology and Computer Security (LoCCS)

RELATED COURCES

Taking: *Advanced Database, Heuristic Problem Solving, Operating System*
Has Taken: *Social Multiplayer Games, Realtime and Big Data Analytic, Programming languages, Fundamental Algorithms, Data Structures, etc*

SKILLS

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

PROJECTS

Recommender System For NYC Residential Community May - Aug 2015
- Scraped information about all shopping malls, restaurants, hospitals and schools in NYC from Yelp, scraped demographic information of each zip-code from city-data.com and scraped crime rate information from NYC crime map.
- Refined data and calculated over-all rating in aspect of eating, shopping, etc for each zip-code parallely using MapReduce, Pig, Hive, Spark.
- Built a website using Django, implementing two algorithms as well as a hybrid of both to recommend communities according to user input; 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.

Social Multiplayer Game Development Jan - May 2015
- Developed a demo front-end card game called *Cheat*, which mainly uses Typescript and Angular as the JS framework, CreateJS for the graphic part and Bootstrap for the helper slides showing the rules of the game. Improved case of use for 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. *- Shanghai, China* Jan - Dec 2014

- 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.
- Developed a chart displaying interface of the power curves using Jfreechart.
- Implemented the classic DPA and CPA algorithm for DES, which can recover key from plain text and cipher text according to the power traces recorded by hardware.