https://github.com/orzzzl (347)-220-2813

EDUCATION

MS of Computer Science, Jan.2015 - Dec.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, Scrapy Hadoop Technologies: MapReduce, Pig, Hive, Spark

PROJECTS

Recommender System For NYC Residential Community May - Aug 2015

- Scraped information about all the 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 Developing

Jan - May 2015

- As the grader, 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. Did some specific improvement to make it much easier to play on 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

- Developed a program to demonstrate the curve of power points which supports zooming with different sampling rate along with strategies of caching and prefetching 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.
- Inplement 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.