Zeleng Zhuang

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Work Experience

ViewSources, *Full-time Software Engineer*, Jan.2014-Dec.2014
• Developed a software to visualize power curve that auto scales with data amount up to millions of points.
• Used caching and prefetching to make switching among curves fast and fluid.
• Implemented the classic DPA and CPA algorithm for DES, which recovers the key from input plain text and output encrypted text according to the recorded power traces.

Alibaba, *Software Engineer Intern*, Dec.2015-Jan.2016
• Developed the newsfeeds for Taobao Headlines using Vue.js. The page works correctly on most mainstream devices.
• Customized the page layout for iPad and achieved better browsing experience.

Education

Master in Computer Science, New York University, Graduate School of Arts and Science, Jan.2015–Aug.2016
• GPA 3.914/4.0, Teaching Assistant of the course Social Multiplayer Games (Fall 2015 & Spring 2016)

Bachelor in Computer Engineering, Shanghai Jiao Tong University (SJTU), Sep.2010-Jun.2014
• GPA 3.55/4.0, Research Assistant of LoCCS (Lab of Cryptology and Computer Security)

Skills

• **Programming Languages:** C/C++, Python, SQL, Javascript, HTML/CSS, Scala, bash, git
• **Hadoop Techniques:** Mapreduce, Pig, Hive, Spark
• **Framework:** Angular, Django, Bootstrap, Typescirpt, Vue.js

Projects

Recommender System for NYC Residential Community, May – Aug 2015
• Built a website www.findyourcommunity.info (using Django) that recommends communities according to a user's race, education, preferences on eating, shopping, education etc.
• The website integrated data from multiple data sources such as Yelp, NYC crime map, and zip-code demographics.
• Used MapReduce, Pig, Hive and Spark to analyze the integrated data and to generate integrated ratings per zip-code.
• Integrated a hybrid of two recommendation algorithms which take user demographics and user preferences respectively.

Developer of multiple Social Multiplayer Games, Jan – May 2015
• **Cheat** (http://orzzzl.github.io/Cheat/game.min.html), a card game. Used Typescript and Angular, CrateJS and Bootstrap.
• **Nine Men's Morris** (http://orzzzl.github.io/NineMen-sMorris/game.min.html), a board game
• **Weiqi/Go** (http://orzzzl.github.io/smpgWEIQI/game.min.html), a board game
• **Pac-Man** (http://duffywan.github.io/Pac-Man/game.html), a real-time game
• Used Angular and supported drag-n-drop on mobile devices. Used manifest to enable offline playing.
• Applied unit tests and end-to-end tests.

Replicated Concurrency Control and Recovery, Sep – Dec 2015
• Implemented the algorithm of replicated concurrency control and recovery.
• Adopted available copies approach to replication. Used two phase R/W locking at each site and validation at commit time.
• Avoided deadlocks using wait-die protocol; achieved Read-only transactions using multi-version read consistency.

Awards

ACM International Collegiate Programming Contest (ACM-ICPC), Nov.2015
• 8th place, Great New York Regional
New York University Prog-Nova Programming Contest, Dec 2015
• 3rd place in ICPC division

Publications

Zeleng Zhuang*, Jiachao Chen, Haosheng Zhang, "A Countermeasure for DES with both Rotating Masks and Secured SBoxs", ready to submit to CIS2014

Activities

Uploader and recorder for https://pt.sjtu.edu.cn, 2013 - 2015