

**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)*

**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

### ***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 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.
- Implement 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.