

Mr. OU Yang

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OBJECTIVE

Seeking full-time opportunity in the field of Software Engineering

EDUCATION

Master of Science in Computer Engineering

May 2014

University of Florida, Gainesville, FL

GPA: 3.85/4.00

Bachelor of Science in Telecommunication Engineering

Jun 2012

Nanjing University of Science and Technology, Nanjing, China

GPA: 3.62/4.00

SKILLS

Programming: Java, Scala, C++, SQL, PHP, HTML, JavaScript, CSS, Hadoop, Python

Operating Systems: Ubuntu Linux, Kali Linux, MS Windows, Mac OS

PROJECTS

Movie Times - PHP/SQL/HTML/JavaScript/CSS/Oracle DB

Jan 2013 - May 2013

- Directed a team of 4 to design and implement a movie sales system, rating system and social network
- Developed movie and friend recommendation algorithms based on data mining of movie database, user's profile, purchase history, preferences and social behavior
- Implemented website-based GUI as front-end, set up Oracle database and server as back-end

Stratosphere - PHP/SQL/HTML/JavaScript/CSS/AWS

Aug 2013 - Dec 2013

- Developed Save-for-Later cloud service to manage a reading list of extracted articles or webpages from the Internet using Amazon Web Service
- Designed and implemented parsing algorithm to parse webpages and create more compact, ads-free and reader friendly format for better reading experience
- Implemented web-based portal, Google Chrome extension and iPhone application as front-end
- Set up Amazon EC2 server, Amazon RDS database, Amazon S3 storage as supportive back-end

Page Rank - Java/MapReduce/Hadoop/AWS

Sep 2013 - Dec 2013

- Implemented ranking algorithms for web pages based on hyperlink directions using MapReduce under Apache Hadoop distributed cloud computing framework
- Used Amazon Elastic MapReduce and Amazon EC2 instances cluster to process big data set

Passfault - Java

Aug 2013 - Dec 2013

- Implemented password pattern recognition algorithms to evaluate password strength by calculating estimated time to crack the password with high end GPUs
- Developed password crackability estimation function based on personal information

Distributed Debugger - Scala

Oct 2013 - Dec 2013

- Developed and added logging function of message exchange to facilitate Scala actor debugging
- Generated actors' message exchange graph using MscGen

Protocol Implementations - Scala

Sep 2013 - Dec 2013

- Built Gossip and Push-sum network protocol with full, 2D grid, line and imperfect 2D grid topologies to simulate real network message interactions
- Implemented Pastry P2P network protocol with new routing table generation algorithms

EXPERIENCE

Software Engineer, Intern

Jun 2011 - Aug 2011

China Unicom Corporation, Jinan, China

- Worked in group to develop account registration function, log-in function and administration functions of Unicom customer billing systems
 - Worked on integration plan of customer data from two billing systems of China Unicom
- Additional experience includes internship as electrical engineer in the field of telecommunication.