

Mr. OU Yang

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OBJECTIVE

Seeking full time opportunity in the field of Software Engineering

EDUCATION

University of Florida

Gainesville, FL

M.S. in Computer Engineering

08/2012-05/2014

GPA: 3.85/4.0

Nanjing University of Science and Technology

Nanjing, China

B.S. in Telecommunication Engineering

09/2008-06/2012

GPA: 3.6/4.0

PROJECTS

Movie Sales, Rating and Social Network System - HTML/JS/PHP/SQL

01/2013-05/2013

- Designed and implemented movie sales system, rating system and social network
- Developed movie and friend recommendation algorithms based on data mining of movie information and user's profile, purchase history, preferences and social behavior
- Implemented website based GUI as front-end, set up server and movie database as back-end

Online Save-for-Later Service - HTML/JS/PHP/SQL/AWS

08/2013-12/2013

- Developed automatically synchronized readable webpages of users' interests using Amazon Web Services
- 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 and Google Chrome extension as front-end
- Set up Amazon EC2 server, Amazon RDS database, Amazon S3 storage as supportive back-end

Page Rank - Java/MapReduce/Hadoop/AWS

09/2013-12/2013

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

Password Strength Evaluation - Java

08/2013-12/2013

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

Distributed Debugger - Scala

10/2013-12/2013

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

Protocol Implementations - Scala

09/2013-12/2013

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

EXPERIENCE

Software Engineer, Intern

06/2011-08/2011

China Unicom Corporation (UNICOM Co.)

Jinan, China

- Worked in group to develop account registration function, log-in function and administration functions of customer billing system for phone and internet
- 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.

SKILLS

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

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