BASIC INFO

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EDUCATION

- **Master of Computer Science at New York University since Fall 2013**
- **Bachelor (2009-2013) of Computer Science at TianJin University in China**
  Ranking (4-year) : Top 13% of 100 students

INTERNSHIP

- **Xiaomi Corp.(www.xiaomi.com) MIUI Team(en.miui.com) – Software Engineer**

Spend 3 months as an **Android Developer** in XiaoMi Corporation which is a new handset manufacturer in China. As a member of MIUI- an Android rom maintained by XiaoMi Corp. - team, I was responsible for developing MIUI SuperMarket which is an app store for android based devices like Google Play.

ABILITIES AND SKILLS

Have experience in developing with GIS engine including WorldWind**,** Openlayers and Delta3D. Learn basic knowledge about search engine. Use and develop with **Nutch** and **Lucene** in project. Limited experience with **Cassandra** and **Hadoop** (I only use these in my Bachelor Graduation Project as stated above). Learn and code with **Qt**, **Java**, **Android** and **Adobe Air** platforms in free time.

Develop in **Java, C/C++, ActionScript, SQL, Assembly Language** (Selected personal projects are shown as follow)**.**

RESEARCH EXPERIENCE

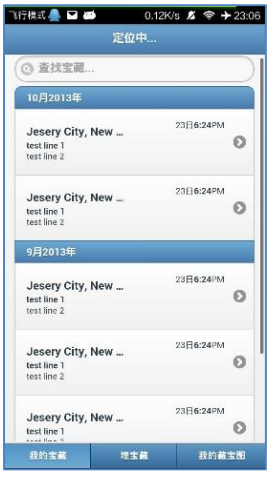
- **Optimization on indexing layout and SPARQL query support on Jingwei (Bachelor Graduation Project)**

Jingwei is an optimized implementation of CumulusRDF which is an open-source server for distributed large-scale RDF storage and indexing. Part of my job provides Jingwei with the ability to parsing and processing SPARQL query by integrating the SPARQL module from **Sesame project**. Otherwise, I made few modifications to the indexing layout on Cassandra which result in a boost to **154.17%** in performance when process particular pattern of query.

- **SVM based Extraction of Relations between Toponym Ontology Entities(3rd year during Undergraduate)**

I was doing research on Toponym Ontology Entity and Relation Extraction. Using sentences crawled from Wikipedia to generate **9740 (We used 3042 of them)** vectors. 2200 of them as training set while 842 vectors as test set, I got **P=67.42% and R=90.43% using 52- dimensional vectors** with **libSVM** (http://www.csie.ntu.edu.tw/~cjlin/libsvm/) and ICTCLAS Tokenizer (http://ictclas.org/).

PERSONAL PROJECTS (IN PROGRESS)



SEEKIT

An anonymous location based “Treasure” seeking project. Use PhoneGap/Cordova as a compatibility layer for different platforms. The whole front is constructed with jQuery/jQuery Mobile. “Node.js Express” will be used to code the backend because the server will be implemented processing only json data while will be hold on AWS or GAE (Still thinking). So, I am currently still working on it.

COURIER

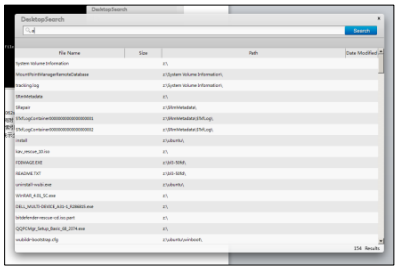
My first personal **Android project**. Aiming to make it possible to read and reply text messages through wireless network on laptops. Features includes RSA encrypted connection in wireless LAN environment (There is also a mode for Internet connecting has not been implemented), connection auto-recovery when process be terminated accidently by Android System, user/computer authorization/verification.

Currently, the app for android and client for Windows can already be compiled for development use (there are still many TODOs in the source code).

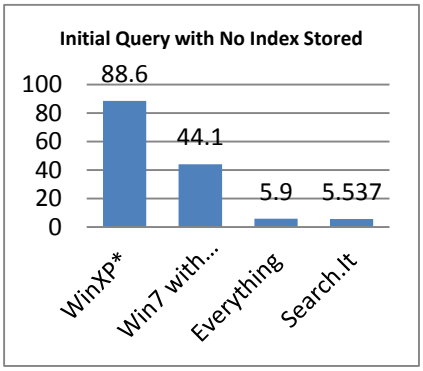
Both app and client source code can be found here: https://bitbucket.org/owwlo

SELECTED PERSONAL PROJECTS

SEARCH.IT



A desktop search program written in **C++** with **Qt** libraries whose aim is to provide ultra-fast search experience in Windows. It uses MFT in NTFS to generate indexes instead of traditional directory-recursion method. In the test, comparing to directory-recursion method in WindowsXP, although it spends **5.8s** in scanning MFT and creating indexes, it use less than **0.1s** to get the query result for whole partition. In addition, it provides content retrieval for Text file with Lucene and **ICTCLAS Tokenizer**.

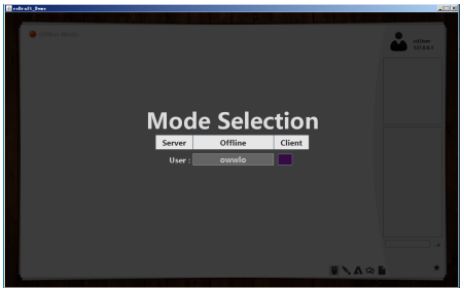


MASAKA

A p2p file sharing application written in **C++** with **Winsock2** and **Qt** libraries. Basic functions includes searching, downloading and peer discovery. It provides two modes considering file sharing. MODE A enable program running without server. Instance of application is able to discover other instances in LAN through UDP service, and maintains a list of current alive clients. In MODE B, user needs to specify server IP for the program, and all clients share that server.

CODRAFT

A whiteboard application aimed to provide cross-platform, multi-user and paper-like communication experience. Coding in **Java** with **Swing libraries**, it use interfaces and classes we designed to achieve basic animation effects.



HAKUNAMATATA

A file sharing web project developed in Java based on **Struts2** structure. Basic features including multi-user, score and Hash check are achieved.