Huimin Du

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Objective

Looking for a software development engineer internship in 2017 summer

Education

Computer Science & Engineering, **The Ohio State University**   M.S. Expected on 2018.05

B.Eng. at Software Engineering, **Southeast University, China** (GPA:3.6/4.0)   2012.09 – 2016.06

Experience

Veritas Technologies LLC   Information Availability Team
Software Engineer Intern   *2015.10 – 2016.03*

- Developed a cluster configuration management system which manages virtual disks on server and remote clients, integrating a half-hour's work into a line of command (**iSCSI, Linux, SunOS**)

- Developed new user interfaces on Product Assurance & Certification Tool (PACT) system to deploy, manage machine clusters and execute test cases (**JQuery-DataTable, Bootstrap**)

- Developed data request RESTful API, providing robust and efficient service by optimizing table structures and data access objects (**Mojolicious, PostgreSQL**)

Morgan Stanley   Regulatory Report IT Team
IT Summer Analyst   *2015.07 – 2015.09*

- Built new data model based on meta data from regulatory report systems, making data well arranged and easier to access. Managed database migration from various of old databases (**SQL**)

- Developed Racetrack client GUI, presenting user Regular Report data and scripts in various of forms, including tables, figures and text editors (**MVVM, WPF, WebService**)

Project

academicmap.org   2016.11

- Starting at HackOHI/O 2016, composed a system where users can search and manage academic information within a property graph, making it incredibly efficient to find the relationships among people and research topics. The graphs can be managed and shared easily

- Developed the Web-based visualization system which organize information entries into a node graph. Designed several layout algorithms to keep the nodes well arranged. Developed server function to store and share the graphs (**Sigma.js, JQuery, PHP**)

Visualization System of Swarm Intelligence   2016.02 – 2016.04

- Designed a system on PC which visualizes the processing of swarm intelligence algorithms (particle swarm intelligence and ant colony optimization), which assists researchers analyze and improve the algorithms and generate experiment figures (**Swarm Intelligence Algorithms**)

- Developed the system including the GUI, the visualization frame and background algorithm modular, which visualized the convergence process of executing algorithms for various of data models (**OpenGL, GLSL, FLTK**)

Nebula: A Hand-free Android Game   2014.04 – 2014.10

- Designed an Android game about Planetary evolution, combining with brain wave chip and gyroscope in which the signals from player's head are captured and sent to device via bluetooth, to control the game without touching the screen

- Developed the game with Angel game engine and translated data from bluetooth to game controling signals (**Android, Bluetooth, Angle Engine**)

Skills

C++, SQL, Perl, Shell, Python, Web (JavaScript), OpenGL
Algorithms, Data Structures, OO Programming, Linux, Databases