

# Huimin Du (Corey)

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<http://perthblank.in>

**Objective:** Looking for a software developing engineering intern position

## Education

2016.08 - now	the Ohio State University	Computer Science and Eng.	M.S. expect
2012.09 - 2016.07	Southeast University (China)	Software Engineering	B.Eng.

## Intern Experience

2015.10 - 2016.03	<b>Veritas Technologies LLC (Chengdu, China), Information Availability Team</b>	<b>Software Engineer Intern</b>
	<ul style="list-style-type: none"><li>• Developed a Unix toolkit functioning splitting virtual disks and deploying on remote hosts, based on iSCSI service of Solaris and Redhat</li><li>• Developed 20 more new features on Product Assurance &amp; Certification Tool (PACT) system, including front-end components, server functions and database access objects</li></ul>	
2015.07 - 2015.09	<b>Morgan Stanley (Shanghai, China), Regulatory Report IT Team</b>	<b>IT Summer Analyst</b>
	<ul style="list-style-type: none"><li>• Managed database migration from old Race system</li><li>• Developed Racetrack module to gather and display various of meta data, based on C# WPF</li></ul>	

## Project Experience

2016.02 - 2016.04	<b>Visualization System of Swarm Intelligence (ViSSI)</b>
	<ul style="list-style-type: none"><li>• Developed a system which visualizes the processing of swarm intelligence algorithms, based on C++, OpenGL, FLTK</li><li>• Supported data models including: 2\3D benchmark problems, Coverage problems, TSP, Grid-based path planning problems</li><li>• Supported algorithms including: particle swarm optimization and ant colony optimization</li></ul>
2016.02 - 2016.04	<b>Nebula: A Hand-free Android Game</b>
	<ul style="list-style-type: none"><li>• Designed an Android game combining with brain wave chip and gyroscope in which users can enjoy the whole game without touch the screen and the signals from their head are captured to control the game</li><li>• Developed the whole game part with Angel game engine, in which user can control a planet in the space to evolve</li></ul>

## Skills

- C++, Javascript, Perl, SQL, Data Structures

## Publication

- First Author, "An Improved Particle Swarm Optimization-Based Coverage Control Method for Wireless Sensor Network", International Conference, ICSI2014 ISBN: 978-3-319-11896-3 (Print) 978-3-319-11897-0 (Online)  
10/2014 [http://link.springer.com/chapter/10.1007/978-3-319-11897-0\\_14](http://link.springer.com/chapter/10.1007/978-3-319-11897-0_14)