



## 杜惠民

软件学院  
东南大学, 南京  
+86 15150687798  
[coreydu@foxmail.com](mailto:coreydu@foxmail.com)  
[perthblank.in](http://perthblank.in)

---

### 教育经历

2012.09-目前	东南大学 软件学院	本科在读 (2016,6 毕业)
	在软件工程专业学习。学习了课程包括编程, 软件工程, 数据结构等。同时在学院计算智能实验室从事群智能算法方面研究与辅助研究工作, 并在课外展开各种项目制开发	

### 实习经历

2015.7-2015.9	Summer Analyst	摩根士丹利 (上海)
	在摩根士丹利 (上海) 管理服务有限公司做暑期实习, 工作包括某数据管理系统数据库设计以及客户端开发	

### 校园项目

2014.04-2014.10	PM, 队长 安卓开发	第七届软创
	组队参加第七届“英特尔杯”全国大学生软件创新大赛, 开发一款安卓端基于脑波仪与陀螺仪的游戏。身为队长与 PM 负责项目框架搭建与安卓端全部游戏制作。项目“NEBULA”获得二等奖。	

2014.08-2014.9	Flash/AS 技术人员	Oracle 实训项目
	所在小组完成直播网站的项目。个人独立负责 Web 端 Flash/AS 组件制作, 关注流媒体传输技术, 并实现观看直播, 录播, p2p 分享聊天等功能	

2013.09-2014.5	构建者	CLIQUC 社交网站
	使用 PHP+MYSQL 独立实现社交网站, 兼顾前台设计与后台构建的全部工作, 并获得校级计算机设计竞赛二等奖。	

2013.03-2014.03	负责人	课外研学项目, 南京
	基于教师科研 SRTP 项目“群智能方法在无线传感网拓扑控制中的应用”(T13042006) 项目负责人, 主要的工作为研究群智能方法应用于无线传感网的部署控制中, 提出了适应的策略与算法, 并整理成论文在 ICSI2014 发表	

### 发表论文

- 1 **Huimin Du, Qingjian Ni, Qianqian Pan et.al.** An improved particle swarm optimization-based coverage control method for wireless sensor network. Proceedings of the International Conference on Swarm Intelligence (ICSI 2014), Lecture Notes in Computer Science, 8795: 114-124. Hefei, China, October 17-20, 2014. (EI 检索)

## 奖项荣誉

校友奖学金	获得 2014 年春季校友奖学金，奖金 5000 元
全国二等奖	参加第七届“英特尔杯”全国大学生软件创新大赛，项目“Nebula”进入总决赛并获得二等奖
校二等奖	独立项目 CLIQUC 社交网站被评为校计算机设计竞赛二等奖
优秀学生干部	被评为优秀学生干部以表彰在学生工作方面的努力

## 任职经历

	副部长	学院学生会新闻部
2013.09-2014.03	在学生会任职。主要职责为指导报纸的内容与排版设计，使用并带领成员使用软件编排报纸与剪辑视频	
	班长	
2012.09-2013.08	出任一年班长。主要负责事务计划安排以及人员调动，人际关系协调	

## 学术报告

2014.10.18	在 ICSI2014: Particle Swarm Optimization 平行会议中发表以 “ <i>An Improved Particle Swarm Optimization-based Coverage Control Method of Wireless Sensor Network</i> ” 为主题的报告
------------	---

## 技术技能

程序设计	熟练使用 C++ 及常用数据结构与算法；对图形学（openGL）及游戏引擎有很大兴趣；熟练 Web 构建网站搭建；具备工程意识，熟悉数据库设计；同时热爱设计，关注用户体验
英语	托福 93 分（2014.02 考），CET6 548 分（2014.6 考）
其他	流利使用图片处理平面设计与排版工具

## 个人总结

善自学	对于感兴趣的东西喜欢主动自学，容易学习新技术
有耐心	对于繁杂的工作有耐心不断完善细节
易合作	与人为善，乐于沟通，喜欢合作

感谢阅读此简历



## Du Huimin

Software Engineering  
Southeast University, Nanjing  
+86 15150687798  
[coreydu@foxmail.com](mailto:coreydu@foxmail.com)  
[github.com/perthblank](https://github.com/perthblank)  
[perthblank.in](http://perthblank.in)

---

### EDUCATION EXPERIENCE

*undergraduate* College of Software Engineering  
(will be graduated on 2016.6)

2012.09-present

Taking courses of programming, software engineering, data structure and etc. Also conduct research works in the lab of *swarm intelligence* and carry out software project during extracurricular time.

### INTERNSHIP

*Summer Analyst* Morgan Stanley Shanghai

2015.7-2015.9

Take summer internship job in *Morgan Stanley Shanghai*, working on a data management system, include designing the data model of database and implementing PC client

### PROJECT EXPERIENCE

*PM* 7<sup>th</sup> Software Innovation Contest

2014.04-2014.10

Attended the 7<sup>th</sup> **Intel Cup National Collegiate Software Innovation Contest** with partners. Developed an android game combining with brain wave chip and gyroscope. Acted as team leader and PM, and developed the whole game part in android platform. Project "Nebula" won the second price in the contest. See More details on my

*Flash/AS Technician* Oracle Practical Project

2014.08-2014.9

The team completed a video live cast web in the project. Handled functions of video stream and finished the client of video display and p2p chatting in the web, with Action Script and Flash tech

*Composer* CLIQUC social network

2013.09-2014.5

Carried out a social network system with php and web independently, dealing with both front-end and server tasks at the same time. This work won the second price of Contest of Computer Design in school. See more details on my

*Person in Charge* Student Research Training Program (SRTP)

2013.03-2014.03

Acted as the person in charge of Teacher Research - based SRTP: "Applications of Swarm Intelligence in Wireless Sensor Networks". Mainly focused on the application of intelligence method in WSN deployment, and proposed relate solving algorithm. Got a paper published in *ICSI2014*

## PAPERS PUBLISHED

- 1      **Huimin Du**, Qingjian Ni, Qianqian Pan et.al. An improved particle swarm optimization-based coverage control method for wireless sensor network. Proceedings of the International Conference on Swarm Intelligence (ICSI 2014), Lecture Notes in Computer Science, 8795: 114-124. Hefei, China, October 17-20, 2014. (EI)

## AWARDS

- Second Price of Nation*      Project “Nebula” in the 7<sup>th</sup> Intel Cup National Collegiate Software Innovation Contest won the price
- Second Price of School*      Project “CLIQUC Social Network” in the Contest of Computer Design won the price
- Scholarship*      Win the Zhang Zhiwei scholarship for spring, 2014
- Outstanding Student Leaders*      Be awarded this title in honor of the excellent performance in student work

## ADDITIONAL EXPERIENCE

- Vise Minister*      News Department of Student Union in college
- 2013.09-2014.03      Took office in student union. Wrote articles and composed newspapers, also instructed the other members to use the designing tools and make videos
- Class Monitor*
- 2012.09-2013.08      Took up the post of the class monitor for one year, scheduled the human source of college activities and deal with relationships among classmates

## PRESENTATION

- 2014.10.18      Gave a presentation in the Particle Swarm Optimization parallel conference of ICSI2014 with the topic of “*An Improved Particle Swarm Optimization-based Coverage Control Method of Wireless Sensor Network*”

## SKILLS

- Engineering*      Be familiar with C++ , common data structure and algorithms. Be quite interested in OpenGL and game engine. Be up on Web constructing. Be equipped with realistic project idea and knowledge of database building. Be eager to design and keep a watchful eye on User Experience
- Language*      TOEFL 93(tested on 2014.02), CET6 548(tested on 2014.6)

## PERSONALITY

- Adapting*      Is adept in self-study, especially for the things I’m interested in
- Patient*      Is filled with patience to complete those complex works
- Easy-going*      Is easy to get along, easy to work with

Thanks for your time