Huimin Du

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EDUCATION

Southeast University, College of Software Engineering

09/2012-present

GPA: 3.53 Rank: 8/109, B.Eng. in Software Engineering (expected in June, 2016)

•Alumni Scholarship of 5000RMB for spring 2014 • Outstanding Student Leader in 2013

INTERNSHIP

Veritas China Development Center (Chengdu)

10/2015-03/2016

Information Availability Team, Software Engineer

- •Integrated a virtual disk management toolkit on UNIX
- •Working as full stack developer on PACT automated testing system

Morgan Stanley Management Service (Shanghai)

07/2015-09/2015

Regulatory Report IT Team, Summer Analyst

•Established a data management system for Regulatory Report including data model and PC client

RESEARCH & PUBLICATION

Applications of Swarm Intelligence in Wireless Sensor Network

03/2013-03/2015

Person in Charge

- •Applied Particle Swarm Optimization (PSO) on wireless sensor network (WSN) deployment problem
- •Established geometric model to improve the coverage rate of dynamic network with a novel type of discrete PSO
- •Designed a heterogenous PSO algorithm and take into account of the normally neglected criteria of energy consumption in dynamic deployment to give a better solution

Research Related Publications:

•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

•Second Author, "An Improved Dynamic Deployment Method for Wireless Sensor Network Based on Multi-Swarm Particle Swarm Optimization", Natural Computing ISSN: 1567-7818 (Print) 1572-9796 (Online) 09/2015 http://link.springer.com/article/10.1007%2Fs11047-015-9519-0

COMPETITION & PROJECT

The 7th Intel Cup National Collegiate Software Innovation Contest

04/2014-10/2014

Person in charge

- •Designed an Android game combining with brain wave chip and gyroscope named "Nebula" in which users can enjoy the whole game without touch the screen and the signals from their head are captured to control the game
- •Developed the whole game part with Angel game engine, in which user can control a planet in the space to evolve
- •Project "Nebula" won the Second Prize in the contest

CLIQUC Social Network

09/2013-05/2014

Independent Composer

- •Built a website with the philosophy of group (clique) social networking, by which user need to join a group before taking any social activities, including posting short message, sending request, sharing pictures and location information
- •Carried out the system with LAMP structure, dealing with both front-end and server tasks simultaneously
- •Won the Second Prize in Contest of Computer Design of Southeast University by this work

ADDITIONAL

Academic Activity: Gave a presentation in the Particle Swarm Optimization parallel conference of ICSI2014 with the topic "An Improved Particle Swarm Optimization-based Coverage Control Method of Wireless Sensor Network" (2014) **Computer Skills**: C++, Perl, Java, OpenGL, Web; Data Structure and algorithm, Design Pattern; Linux, Windows

Hobbies: Photography, Graphic Design, Writing