

Yufeng Geng

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EDUCATION

- Peking University**, School of Electronics Engineering and Computer Science, Beijing 2013.9-Present
M.S. in Computer Applied Technology, Grade:86.32/100
- Peking University**, School of Electronics Engineering and Computer Science, Beijing 2009.9-2013.7
B.S. in Computer Science, GPA:3.46/4.0, B.S. in Economy

PROJECTS

- Game Manager Tool for a MMORPG** 2015.8-2015.9
NetEase Games Hang Zhou

- Implemented the main application framework of a game manager tool in two weeks with Python and MongoDB.
- Reduced time for game designers and QA testers to test the game by 50% by converting GM functions to be used for testing process.
- Learned PyQt and Cocos GUI programming, to make game management available both with independent client and embedded interface.

- Quality Improvement of Real-time Video Streaming** 2014.3-Present
Peking University Bei Jing

- Improved the performance of a UEP scheme for video streaming by formulating the redundancy allocation into a distortion minimization problem and deriving a suboptimal resolution with hill-climbing method.
- Designed a novel delay based congestion control algorithm, and employed a closed-loop control-theoretic model for advanced analysis and performance improvement.
- Implemented our algorithms with C++ as an independent module embedded in Linphone (an open-source VOIP software), which improved its performance with 3dB or more gain in PSNR, and better performance on bandwidth utilization and flow stability.

- Community365 Android Application** 2013.2-2013.8
Peking University Bei Jing

- Worked with some other students to build an Android application for community social networking. This application allows users in the same community to serve each other with functions like sharing used items, sharing information, organizing events, etc.
- Independently implemented UI of the main logic, participated in the whole process of the application design and development.
- Responsible for application promotion, feedback collection and forming software requirements.

PAPER AND PATENT

- Yufeng Geng, Xinggong Zhang, Chao Zhou, Zongming Guo, Unequal Error Protection For Real-time Video Streaming Using Expanding Window Reed-Solomon Code, Accepted by ICIP 2015.
- Yufeng Geng, Xinggong Zhang, Tong Niu, Chao Zhou, Zongming Guo, Delay-Constrained Rate Control For Real-Time Video Streaming Over Wireless Networks, Accepted by VCIP 2015
- Redundancy allocation scheme for Reed-Solomon coding in real-time video streaming, 201510170234.5.
- Video bitrate adaptation algorithm and system, 201510208870.2.

SKILLS

- Solid knowledge in C++, Java.
- Familiar with Python, Matlab, HTML, MySQL.
- Solid knowledge in Software Engineering, Algorithms, Data Structures.
- Familiar with computer networks, video streaming.
- Fluent in oral and written English, CET-6 599/710

AWARDS

- Tencent Innovative Scholarship 2014
- Kwang-Hua Scholarship / Outstanding Graduate of Peking University(Top 10% of PKU) 2013
- WuSi Scholarship of Peking University / Founder Scholarship Earlier