

# YANG PAN

147 N Craig St. Apt 37 ◊ Pittsburgh, PA 15213  
(312) · 721 · 2965 ◊ pystone9205@gmail.com ◊ ysite.me

## OBJECTIVE

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Obtain a summer internship in 2015 of Software Engineer where I can effectively utilize my strong learning ability and rich experience

## EDUCATION

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**Carnegie Mellon University - Pittsburgh, PA & Silicon Valley, CA** *Dec. 2015(Expected)*  
M.S. in Information Technology - Mobility, Information Networking Institute(INI)

**Relevant coursework:** 1) Distributed System (*Fall 2014*) 2) Fundamentals of Computer Networks (*Fall 2014*) 3) Introduction to Information Security (*Fall 2014*) 4) Introduction to Computer Systems (*Summer 2014*)

**Sun Yat-sen University - Guangzhou, Guangdong, China** *June. 2014*  
B.E. in Network Engineering, School of Information Science and Technology  
Overall GPA: 3.9/4.0 Ranking 1/49

## WORK EXPERIENCE

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**Company: Flamingo, Inc (Startup)** *Mar. 2011 - Nov. 2013*  
*Co-founder & Software Engineer* *Guangzhou, Guangdong, China*

- Led the development of games on iOS and Android with 35 employee headcounts and \$500,000 monthly revenue by the time I left
- Led and participated in the development of many renowned games
- Work including *mobile app development, server program development, C/S network communication, cocos2d engine, web development, all learnt by myself*

**Project: Beautiful Life, an online mobile game** *Dec. 2011 - May 2012*

- Designed the network communication interface and implemented it based on ASIHttpRequest to work in client part
- Used MySQL to organize data, Memcached to cache some frequently-used data and PHP to implement server part program
- Responsible for the server maintenance and administrative panel website development after launch

## ACADEMIC EXPERIENCE

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**Organization: Guangdong Key Laboratory of Information Security** *Oct. 2012 - June 2014*  
*Research Assistant* *Guangzhou, Guangdong, China*

- Participated in a research on software protection against reverse engineering
- Learned many reverse engineering tools like IDA, OllyDbg, objdump and gdb and other technical skills
- Studied many papers about reverse engineering and software protection.
- Designed and implemented Dung and Scarab

**Project: Scarab & Dung, a binary obfuscator and a linker** *May 2013 - Apr. 2014*

- Binary obfuscator Dung weakens disassembly, static analysis and manual tracking, and incorporates a heuristic method to generate obstructive instructions with high potency
- Assisted with implementing Scarab, an enhanced linker that provides Dung with a flexible environment to obfuscate object code