

YANG PAN

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OBJECTIVE

An internship of Software Engineer.

EDUCATION

Carnegie Mellon University *Aug. 2014 - Dec. 2015(Expected)*
M.S. in Information Technology - Mobility, Information Networking Institute(INI)

Sun Yat-sen University *Sept. 2010 - June. 2014*
B.E. in Network Engineering, School of Information Science and Technology
Overall GPA: 3.9/4.0 Ranking 1/49

EXPERIENCE

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.

Flamingo, Inc *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 client development, cocos2d engine, C/S network communication, server development.

PROJECTS

Scarab & Dung *May 2013 - Apr. 2014*

- Binary obfuscator Dung works in disassembly, static analysis and manual tracking and incorporates a heuristic method to generate obstructive instructions with high potency.
- Also help implemented Scarab, an enhanced linker that provides Dung with a flexible environment to obfuscate object code.

Fanren Xiuzhen *Mar. 2013 - Nov. 2013*

- Responsible for two major modules like Task Module and Guide Module.
- Game logic implemented with Lua.
- Also involved in cocos2d-x engine customization using C++.

Beautiful Life *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.
- Also responsible for the server maintenance and administrative panel development after launch.