

YANG PAN

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OBJECTIVE

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

EDUCATION

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

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(Cocoa and Foundation framework)*, *server program development*, *C/S network communication*, *cocos2d engine*, *web development*

Project: Beautiful Life, an online iOS 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
- AppStore link to this project and more projects I participated in are available in my LinkedIn (ysite.me)

ACADEMIC EXPERIENCE

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