### **QISHEN (SAM) LIANG**

Los Angeles, CA 90013 | 805-627-8381 | qishenL@usc.edu | https://www.linkedin.com/in/qishen-sam-liang/

#### **EDUCATION**

**University of Southern California** 

Master of Science in Computer Science (Computer Networks)

Los Angeles, CA

August 2023-May 2025

UC Santa Barbara Santa Barbara, CA

Bachelor of Science in Computer Science & Bachelor of Arts in Asian American Studies CGPA: 3.95 August 2019-June 2023

#### **TECHNICAL SKILLS**

- Specialized Knowledge: Mininet, Software Defined Networking, WebRTC, Operating Systems, Cybersecurity, Docker
- Languages and Tools: C++, C, Java, Python, P4 Language, MIPS Assembly, SQL, JavaScript, MS Office, Git
- Methodologies: Artificial intelligence and Machine Learning, Security Systems, Algorithms, Formal Language and Automata, Discrete Math, Data Analysis, Computer Architecture, OOP, Complexity Theory, Writing and Journalism

#### PROFESSIONAL EXPERIENCE

# WebRTC Collection and Analysis Suite Based on NetUnicorn Undergraduate Researcher

UCSB Systems and Networking Lab

October 2022-July 2023

- Designed and constructed a state-of-the-art Google Account automated login solution using Python and SeleniumBase to bypass bot detection (in order to auto-join online conferences)
- Enhanced the WebRTC data collection pipeline into NetUnicorn, an data collection platform built for distributed computing networks, improving customizability, scalability and efficiency
- Optimized deployment by crafting Dockerfile, saving more than 60% of time and effort compared to manual setup, and oversaw headless ARM64 OS Raspberry Pi data collections, accumulating a total of 5G of data from 3 machines simultaneously

### QoE Estimation for WebRTC Video Conferencing Applications Undergraduate Researcher

UCSB Systems and Networking Lab September 2021-June 2022

- Engineered and developed a software based on Python and Selenium, enabling an automated end-to-end process of initiation, participation, presentation, and termination of video conferencing sessions
- Integrated and deployed a WebRTC QoS and QoE data collection pipeline to UCSB's PINOT, allowing simultaneous curation of dataset on more than 10 programmable end-hosts
- Researched 1,000+ pages of WebRTC protocols, retransmissions, and multiplexing documentations, drawing connections from RFC documentations to real world data, assisted with tools including NumPy, pandas, SQLite, and Matplotlib
- Curated more than 5 TB of data for analysis and helped formulate a research paper

#### **ACADEMIC PROJECTS**

# KOS - R3000 based Operating System Development

UC Santa Barbara

#### **Team Leader & Developer**

September 2022-December 2022

- Led a 2-person team to program a Linux-based Operating System in C in 10 weeks, encompassing seamless program execution, crash-free operation, support for most Linux commands, and concurrent program execution for up to 8 programs
- Engineered a comprehensive OS capable of running programs and inter-process communication, through pipe handling, PID tracking, and memory management
- Created 30+ files and 5000+ lines of codes for system development, including debugging, updates, comments, and documents

## Web Application for the UCSB CS Learning Assistant Program

UC Santa Barbara

#### **Team Leader & Developer**

March 2021-June 2021

- Developed and improved web application for managing the UCSB CS Learning Assistant (LA) program using Java, JavaScript, and the Spring Boot framework in 4-person team setting
- Proposed and resolved 6 new tasks and 2 critical bugs, applied the Agile methodology, managed and communicated via scrum meetings, and organized version control and code reviews using GitHub tools, including Kanban board and Pull Request
- Achieved 100% test cases coverage, attained perfect outcomes in final presentation and practical applications, and fulfilled all project objectives efficiently within a constrained timeline

#### **HONORS & AWARDS**

UCSB College of Engineering High Honors UCSB College of Letters and Science Highest Honors UCSB Asian American Studies Distinction in the Major