# **QISHEN (SAM) LIANG**

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## **SUMMARY**

With the skills listed below, I am currently applying for the **Software Engineer/Network Engineer Intern** position.

#### **TECHNICAL SKILLS**

- o Languages: C++, C, Java, Python, SQL, P4 Language, MIPS Assembly, Bash, LaTeX, JavaScript
- Tools and Knowledge: Software Defined Networking, Selenium, Security Systems, OS (Unix, Linux), Docker, TCP/IP, Git
- Methodologies: Algorithms, Automations, Complexity Theory, Mininet, Data Collection, Data Analysis, Computer Architecture,
   OOP, Debugging, IT Support, Al/ML, Troubleshooting, Agile Standards, Research, Systems Administration

#### 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 **Selenium** to bypass bot detection to auto-join online conferences
- 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
- Enhanced the WebRTC data collection pipeline into NetUnicorn, an data collection platform built for distributed computing networks, improving customizability, scalability and efficiency

## QoE Estimation for WebRTC Video Conferencing Applications Undergraduate Researcher

UCSB Systems and Networking Lab September 2021-June 2022

- Engineered and programmed an automation software based on Python and Selenium, end-to-end 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 data collected, 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 develop a Linux-based Operating System in C in 10 weeks, encompassing seamless program execution, crash-free operation, support for most Linux commands, and 8 programs concurrent execution
- Engineered a comprehensive OS capable of running programs and inter-process communication, through pipe handling, PID tracking, signals, and memory management
- o 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 under 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

#### **EDUCATION**

University of Southern California

Los Angeles, CA

Master of Science in Computer Science (Computer Networks) CGPA: 3.85 August 2023-May 2025

University of California, 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

## **HONORS & CERTIFICATES**