

## Xueyang Hu

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### EDUCATION

**Shanghai Jiao Tong University, Shanghai, China**

**Sept. 2011 - Expected June 2015**

*Bachelor of Engineering, Software Engineering*

Cumulative GPA: **86.1/100**

Major GPA: **86.8/100**

Ranked **9** out of **103**

### RESEARCH EXPERIENCE

**Shanghai Key Laboratory of Scalable Computing and Systems, SJTU**

*Research Assistant*

**Sept. 2014 - Present**

- Participate in a project applying differential privacy data mining methods to industrial-grade data.
- Implement differential privacy adapted decision tree classifiers by extending Weka source code, (included ID3, C4.5, CART, Random decision trees).
- Analyze the usability of existing differential privacy decision tree classifiers.
- Present three different mechanisms to adapt differential privacy to existed decision tree classifiers to team members.

### PROFESSIONAL EXPERIENCE

**Morgan Stanley, Shanghai, China**

*Technology & Data Intern*

**June 2014 - Sept. 2014**

- Updated a web application to show regression test results of a sales and trading system.
- Added new functions, such as online analyzing and error filtering.
- Analyzed report generating and error suggestion system based on analyzing historical data.
- Improved overall performance to be *ten times more* efficient than original database design; application is now used globally.

### PROJECTS

**Team Leader**

**Mar. 2013 Mar. 2014**

***WordWisdom - English Word Learning Website***

- Proposed a website to teach English words by classifying them into levels based on listening, writing, and reading difficulty, along with six additional knowledge levels.
- Designed and implemented server side business logic and database access interface.
- Demonstrated website at annual software exhibition at School of Software, SJTU.
- Participated in 2013 Shanghai Undergraduate Innovation Program.

**Team Leader**

**Feb. 2014 - June 2014**

***Bloodrift - a 3D computer game***

- Developed a game in which players race blood cells in a simulated blood vessel environment.
- Modeled the inner vessel environment and a variety of blood cells using Blender 3D.
- Designed and implemented the games graphic UI and control flow in Unity 3D game engine.
- Created audio effects, collision effects and particle effects.

**Core member****Feb. 2014 - June 2014*****Ultrasonic Writer - a remote writing system***

- Developed a system using ultrasonic waves to record handwriting on traditional writing surface.
- Created a website to show the recorded handwriting.
- Implemented an embedded component based on Intel 8051 Microcontroller to control ultrasonic senders and receivers and transmit data to PC.

**HONORS  
& AWARDS**

Academic Excellence Scholarship, Shanghai Jiao Tong University(Top 20%)	2014
Excellent League member, Shanghai Jiao Tong University	2014
China Aerospace Science and Technology Corporation Scholarship(Top 10%)	2013
Excellent League Cadre, Shanghai Jiao Tong University	2013
Academic Excellence Scholarship, Shanghai Jiao Tong University(Top 10%)	2012

**LEADERSHIP  
& ACTIVITIES**

**Deputy Director of Secretariat**, Student Union, Shanghai Jiao Tong University  
**Coach**, Tennis Association, Shanghai Jiao Tong University  
**Manager**, Guang Biao Building Health Club, Shanghai Jiao Tong University  
**Volunteer**, Eyes on Shanghai art museum program for underprivileged children

**SKILLS**

**Web Development** Java web, SSH, SQLite database, Mongo DB, JavaScript, HTML5  
**Programming Languages** Java, C/C++, Python, JavaScript, SQL  
**Embedded System** Intel 8051 Microcontroller  
**Game Development** OpenGL, Unity 3D(C#, JavaScript), Blender 3D  
**Operating Systems** Linux (Ubuntu), Windows