自我介绍

我从加拿大皇后大学毕业后在一家电力系统软件公司担任测试工作，期间自学了Java和Python并写了一些自动化测试的脚本，业余还自学了Unity引擎和C#并撰写了一些游戏。

之后继续读研深造，研究方向是人机交互的用户行为特征分析。在读研期间我自学了HTML/JavaScript/CSS三件套并编写了一些用于学术数据采集的小程序。我和导师协作的论文在去年发表在了IEEE HSI会议上。

我平时业余爱好有许多，比如阅读和分享最新技术。我在Medium的多个平台都是作者，例如Towards Data Science，The Startup，Hacker Noon，freeCodeCamp，Front-End Weekly等。我的文章多次被Medium Curator筛选至首页，并被Pen Test Magazine转发，以及国内的机器之心公众号翻译并转发，前两周获得了超过1k的日流量。

疫情期间回国后我参与了大数据文摘的fast.ai课程翻译，和武汉2020的新冠开源项目。之后我去字节跳动做游戏开发，支持了抖音小游戏在春晚活动期间的上线。我优化了一些系统的显示逻辑提升了运行效率。我还学习并设计了H5游戏的的音频管理系统并发布了一个相关专利。

我平时会学习一些业务相关的新技术并有分享的习惯，我现在也和自己的导师有长期合作偶尔会发些论文什么的。

Self Introduction

After I graduated from Queens University in Canada, I worked at a Power System software company as software tester. During the time, I self-taught Java and Python and wrote some scripts for test automation. I also learned game development with Unity and C#.

I decided to pursue a master’s degree in Human Computer Interaction. During the time I self-taught the basic front-end technology stack (HTML/JavaScript/CSS). I wrote some applications with them to aid my research with my professor. We published our first paper on the 13th IEEE HSI conference in Japan.

I have many hobbies, reading and writing about tech is one of them. I am an author for multiple organizations on Medium, including Towards Data Science, The Startup, Hacker Noon, freeCodeCamp and Front-End-Weekly. My articles were selected by the curator to display at the front page, many times. My articles on network security were selected by the Pen Test Magazine to display at the front page of their website. My articles were also translated and shown in some Chinese media platforms.

I came back to China during the epidemic. Then I joined the Wuhan 2020 open-source project. I have also translated the fast.ai online course for a Chinese data science organization. Then I went to work as Game Developer for ByteDance. I supported the HTML5 version of the game to be released during the Chinese New Year Gala. I have optimized the draw count of some parts I have worked on. I have also learned about the audio system of the game and wrote an audio manager for the game, I have also shipped a patent for it.

During my spare time, I like to learn about new technology and share them. I am still working with my professor to ship more conference publications.

项目介绍

芒果斗地主是一款字节跳动旗下的斗地主游戏，主要面向30-50岁的中国男性市场。我做的字节小游戏版芒果斗地主嵌入了抖音，头条等字节旗下的APP，通过内部广告和支付达到流量变现的效果。广告主要通过观看次数变现，以此观看大约价值0.1元。游戏将会通过内部奖励引导玩家观看广告。

我开发了芒果斗地主字节小游戏版本的新手任务，背包，音频，附近的人，以及多个强弹窗口的功能。

The game I was working on was a Chinese Poker game (Doudizhu), it is designed mainly for men around age 30-50. I was working on the ByteDance mini-game side, to make the game run on Douyin, or Toutial applications. The game makes money from advertisement views, about 0.1 yuan (2 cents) per view. Players will view the adds when they try to obtain in-game awards.

我的研究项目是基于用户行为特征的数据分析，相关论文还未发布。用户行为分析可以非侵入式的解决一些问题，例如帮助区分click-bots等。我对网络广告投放有一些兴趣和自己的想法，也想通过此次工作对行业做出一些力所能及的贡献。

My master’s research was on biometric analysis, where my paper are still pending to be published. Biometric analysis can solve problems non-intrusively. Problem such as click-bots. I am also interested in the fields of online advertisement, and have some thoughts on it. I wish I can land the job and maybe push the field a bit forward.

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