

# Wenjie YANG

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## EDUCATION

|                      |  |                 |
|----------------------|--|-----------------|
| 2017.Sep - 2018.Dec  | CARNEGIE MELLON UNIVERSITY, INI<br><i>M.S. in Information Technology, Mobility</i><br>Courses: ICS, Database System, Storage System, Computer Networks                               | Pittsburgh, PA  |
| 2013.Sep - 2017.June | SHANGHAI JIAO TONG UNIVERSITY<br><i>B.S. in Computer Science</i> GPA: 87.2/100(overall), 89.8/100(major)<br>Awards: National Olympiad Informatics in Jiangsu Province 1st Prize 2010 | Shanghai, CHINA |

## EXPERIENCE

|                     |  |                 |
|---------------------|--|-----------------|
| 2017.FEB - 2017.JUN | <b>Pygmal Technology</b><br><i>Software Development Engineer Internship, C++, DX11</i><br>Built a VR 3D modeling software on HTC Vive/Oculus Rift, allowing users to create VR 3D models<br>Evaluated computer graphics algorithms like Shadow Mapping, View frustum culling's performance | Shanghai, CHINA |
| 2016.NOV - 2017.JAN | <b>Yitu Technology</b><br><i>Software Development Engineer Internship, C++, Kafka</i><br>Developed a message queue system based on Kafka for large scale face-recognition system   | Shanghai, CHINA |
| 2016.JUL - 2016.SEP | <b>Tencent Technology</b><br><i>C++ Back-End Engineer Internship, C++</i><br>Built a large-scale digital distribution platform, especially focus on server of the social system  | Shenzhen, CHINA |

## PROJECTS

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|----------------------|--|
| 2016.SEP - 2017.JAN  | <i>TiKV database</i><br>RUST, DISTRIBUTED KV DATABASE, 2000 STARS ON GITHUB<br>Improved the Raft Consensus algorithm by adding pre-elect algorithm inspired by ZooKeeper<br>Implemented development tools for Multi-Version Concurrency Control(MVCC) Key-Value scanning         |
| 2016.APR - 2016.SEP  | <i>Servo Browser Engine</i><br>RUST, BROWSER ENGINE, 9000 STARS ON GITHUB<br>Improved the protocols used for Firefox developer tools, like redirecting requests<br>Improved tidy checkers in style checkers, keeping the project's code style automatically                      |
| 2017.SEP - 2017.DEC  | <i>CloudFS: Hybrid File System</i><br>C/FUSE, A HYBRID FILE SYSTEM<br>Implemented a FUSE-based file system utilizes the speed of local SSD, high capacity of cloud storage<br>Supported deduplication (Rabin fingerprinting), client caching, file system snapshot and recovery. |
| 2015.MAR - 2015.JUN  | <i>YOS Kernel from scratch</i><br>C++/ASM, A TINY OPERATING SYSTEM KERNEL<br>Experience with bare metal programming; Support preemptive scheduler with Round-Robin algorithm; Create symmetric multiprocessing system; Implemented file system through IPC                       |
| 2017.SEPT - 2017.DEC | <i>Disk-oriented Storage Manager for SQLite</i><br>C++, A STORAGE BACKEND FOR SQLITE<br>Implemented buffer pool management, transaction manager, WAL and log-based recovery.<br>Built a concurrent B+ tree index supporting multi-threaded updates.                              |
| 2018.MAR - 2018.MAY  | <i>Low-Poly image generator accelerated by CUDA</i><br>C/C++, CUDA, A LOW-POLY STYLE TRANSLATOR<br>Implemented a CUDA-accelerated delaunay triangulation to transform a image to triangles<br>Write a shader to shade the triangles into a image                                 |

## SKILLS

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|-----------------------|---|
| PROGRAMMING LANGUAGES | Proficient:C/C++/Python/Rust/Scala, Intermediate: Java/Golang     |
| PLATFORMS & TOOLS     | Linux, *NIX, AWS, Hadoop, Spark, LevelDB, Kafka, MapReduce, MySQL |