HONGKUN LENG

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http://suanmiao.me ⋄ http://github.com/suanmiao

EDUCATION

Huazhong University of Science and Technology   Sep 2011 - Jun 2015

B.E. in Electronic & Information Engineering

Data Structure, Advanced Programming Language(C++), Operation System, Computer Network & Applications

Principles of Microcomputer, Principles and Design of Embedded, Database System, Embedded Linux Software Design

GPA: 3.4/4.0 (6/28) TOEFL: 111(R 28, L 29, S 26, W 28) GRE 327(V 157, Q 170)

PROFESSIONAL EXPERIENCE

Nightingale, Inc (Co-founder & Full-stack Engineer)   Oct 2014 - Present

· Developed **distributed parallel Python web crawlers** to fetch articles and stored them into MongoDB, implemented **collaborative filtering recommendation algorithm** to screen useful data
· Developed Android based articles recommendation app with **over 11,000 lines code**
· Obtained 1 million RMB seed-stage venture capital

WeClient Team (http://goo.gl/0RkROl) (Team Lead & Mobile Software Engineer)   Aug 2014 - Present

· Developed web based WeChat official account management features on mobile through simulating HTTP requests and parsing DOM structure of HTML. Implemented Cookie management system
· Gained **over 53,000 users** and **130 stars, 50 forks on Github**

Wandoujia(SnapPea), Inc (Engineering Intern)   Jul 2014 - Oct 2014

· Developed music control, "App Rhythm" and wallpaper setting for SnapLock, over 2 million users
· Utilizing Java Native Interface (JNI), Java Reflection API. Implemented Quadratic Bezier curves
· Rewrote Groovy building scripts and reorganized project structure to increase building speed by 110%

Melon-Helper Inc (Co-founder & Full-stack developer)   July 2013 - March 2014

· Built order, payment, delivery system to connect **12 local stores** with **over 8000 students**
· Developed order management system for local grocery stores, built websites, Android and iOS based application to provide **cross-platform user experience**
· Led a team of 5 core members and over 30 part-time students. Devised part-time student based delivery system, which saved operation expense and also expanded influence among students.

RESEARCH EXPERIENCE

Services Computing Technology and System Lab (Co-Author)   Sep 2014 - Oct 2015

· Designed system model, Lyapunov optimization framework, and assisted in writing paper "eTrain: Making Wasted Energy Useful by Utilizing Heartbeats for Mobile Data Transmissions" **IEEE ICDCS 2015**.
· Paper presenter at the conference.
· Developed system implementation, data collecting, evaluation applications with over 20,000 lines code

Intelligent Internet Technology Network Application and Database Research Lab (Research Assistant)   Mar 2012 - Oct 2012

· Assisted in developing database for university research management platform utilizing Java and MySQL
· Developed front end webpage with HTML and Javascript to test database performance search results

PROJECTS

"Weio" Energy Saving Weibo Client (Software Engineer)   March 2015 - June 2015

· Android based Weibo (Chinese Twitter) client with posts browsing, posting, commenting features, Long image browsing features
· Developed transmission management system to piggyback and aggregate HTTP requests on heartbeats
· Over 3000 users in one month

SmartCar (Software Engineer)   March 2015 - June 2015

· Utilized MSP430 controller, Bluetooth 4.0 and ultrasound, infrared sensors to build a smart car, which was able to find and put out fire automatically.
· Utlized Gravity sensor, Bluetooth 4.0, Accelerate sensor to built Android based gamepad to control the movement of smart car.
· First prize in Texas Instruments Electronic Design Contest(TI Cup), HUST division

OneDay (Mobile Software Engineer)   Dec 2013 - March 2014

· Built one day travel itenenaries and entertainment recommendation application on Android platform
· Gathered and analyzed travel itneraries, food and drink, surrounding facilities information using Python

"Tinix" Operation System (Software Engineer)   Sep 2013 - Dec 2013

· Build a system with a Loader, BIOS, a **kernel with multi-task feature**. 6000-lines C, Assembly codes
· Paging memory management, interrupt handling and processes management. Protected mode support

Video-Chat and Inter of Things application (http://goo.gl/P2u2nF) (Full-stack Engineer) Sep 2013

· Developed real-time video-chat application using **Node.js and TCP Socket, Graphic API**. Compressed transmission data through zip algorithm. Reduce data size through frame difference algorithm.
· Utilized **Bluetooth 4.0** and Arduino to connect and control toys through smartphones

"Hero Tower" Tower Defense Game (http://goo.gl/hX7kM6) (Software Engineer) Jul 2012 - Oct 2012

· Android based game, **over 10,000 lines code**, containing drawing, events and resource management system, collision detection system.
· Implemented **Least Recently Used (LRU) cache algorithm and Depth First Search (DFS) tree traveling algorithms**

TECHNICAL SKILLS

Computer Languages	Java, C/C++, Javascript, Python, HTML
Platform & Tools	Android, Node.js, MySQL, Mongo DB, Git, Vim, Linux, Eclipse Tornado, NodeWebkit, Raspberry Pi, Arduino, Openwrt, Wireshark
Design & Collaboration	Sketch, Photoshop, Axure, Asana, Trello, Google Doc

HONORS & AWARDS

Outstanding Graduates	May 2015
First prize, Texas Instruments Electronic Design Contest(TI Cup), HUST division	Jul 2014
Second prize, UT-Starcom Programming Competition	Dec 2013
First prize, Sohu Cloud Engine Competition (1 out of 126 teams)	Sep 2013
Second prize, Baidu Open Cloud Competition (3 out of 140 teams)	Jul 2013
First prize, College Mobile Application Developing Competition	Oct 2012