

Ling He

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OBJECTIVE: Seeking a full-time position to further my knowledge of software development

EDUCATION:

Southern Methodist University
Bobby B. Lyle School of Engineering
Master of Science in Computer Science

Dallas, TX
GPA: 3.88
Grad date: May 2017

Shenzhen University
Bachelor of Engineering in Integrated Circuit Design and Integrated System
Grad date: May 2015

Shenzhen, China
Grad date: May 2015

TECHNICAL EXPERTISE:

Programming Skills: C, C++, R, Objective C, Swift, Python, Verilog, Embedded System, FPGA, etc.
Operating Systems: Windows, Linux, Mac OS
Related Courses: Computer Graphics, Compiler, Algorithm, Data Mining, Cloud Computing, File Organization and Database, Operating System, Computer Network, Data Structure, Computer Architecture, Linux Operating System

ENGINEERING PROJECT:

To Do List – iOS Application, Swift, Core Data, UITableView, UINavigationController 01/2017-02/2017

- Local notification will be delivered at the deadlines
- Customized UITableViewCell to display information of tasks
- Used autolayout to fit all screen sizes

Library Management System – Python flask, SQLite, Bootstrap 08/2016-12/2016

- Responsive design, adapted to all device includes mobile
- Books location query, data population
- Access control, only admin can access key pages
- Authentication system, remember login status, only store salted-hash password

Wireless Sensor Network Distribution – Swift, SceneKit, iOS-Chart, Algorithm 08/2016-12/2016

- Generating random graph in specified pattern
- Smallest-last ordering and coloring algorithm – coloring graph efficiently
- Used SceneKit to display graph, iOS-Chart to display statistical information

Game Asteroid – OpenGL, glfw, sfml, C++, STL 02/2016-05/2016

- Employed basic lighting, shadows with OpenGL, glfw
- Acceleration, resistance, velocity, wrapping – motion control and keyboard reaction
- Sounds of shot, explosions by sfml library

Detecting Face and Automatically Pixelate on iOS – Objective C, UIKit, Core Image 03/2015-06/2015

- Developed an application to detecting human's faces and automatically pixelate them
- Used CIDetector class to detecting faces and CIFilter to process image
- Adapted UI to iPhone 4, 4s, 5, 5s, 6, 6 Plus
- Distributed on App Store once

WORK EXPERIENCE:

Shenzhen SNEWFLY Information Technology Co., Ltd. 07/2014-08/2014

- Participated in the product development, such as omnipotent infrared remote controller
- Enhanced programming skills in C, C++ and embedding systems