

Guangbei Yi

Seeking Software Engineer Intern Positions

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Education

BEACHELOR OF SCENCE | EST. MAY 2024 | WASHINGTON STATE UNIVERSITY

- Major: Software Engineering
- GPA: 3.9
- Related coursework: Senior Data Structure, C/C++ Program Design, Automata theory, Software Engineering Principles
- Awards: International Year One Progressions Scholarship; International Merit Award Scholarship

BEACHELOR DEGREE| MAY 2017 | SHAANXI UNIVERSITY OF TECHNOLOGY

- Major: Information and Computing Science (Computational Mathematics)
- Related coursework: Mathematical Analysis, Advanced Algebra, Fundamentals of Information Theory
- Awards: Chinese Collaging Computing Competition – Level 3 Award 2015-2017 (with over 1000+ school team around China mainland, only 5% of them get level 3 above, Project: A TPS game was created by Unity Engine, full gameplay, 40 minutes game experience.

Experience

RESEARCH ASSISTANT | WASHINGTON STATE UNIVERSITY | MAY 2022 - NOW

- Topic: Computer Security
- Achievements:
 - Write multiple drivers for 15 multi-programming language open-source libraries for fuzzing test and discovered 2 CVEs and 6 other serious vulnerabilities.
 - Our team paper < POLYFUZZ: Holistic Greybox Fuzzing of Multi-Language Systems>, accepted by USENIX Security '23 Summer.

TEACH ASSISTANT | WASHINGTON STATE UNIVERSITY | FEB 2022 – MAY 2022

- Grader and tutoring services for calculus business and economics.

TEST ENGINEER | UBISOFT | DEC 2019 – AUG 2021

- Constructed automatic test workflow at studio in different projects, deployed over 2 years.
- Covered all daily manual test case in projects, which usually need 4-5 people working 2 hours every day and 7x24 monitoring game server.
- Achieved dynamic auto test game object detection, for one-time success ratio is 64% with entire case rate over 79.5%. Simulate the real user environment, the anti-cheating system is turned on, and the in-game debug function cannot be used for testing.

Skills & Abilities

- Python; C/C++; Java; AWS; Git; Shell