

# Wei Xu

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<b>CONTACT INFORMATION</b>	Room 359, Student Apartment 6	Mobile:(+86)188-1052-9095
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<b>EDUCATION</b>	<b>Beijing University of Posts and Telecommunications (BUPT)</b> <i>B.Eng. Communication Engineering, expected July 2015</i>	Aug. 2011 - Present
<b>EXPERIENCE</b>	<b>Internship in Baidu, Inc.</b> <i>R&amp;D in Music Department</i> My duties include designing and optimizing singer recommendation system. <ul style="list-style-type: none"><li>• Practice in Hadoop Streaming and MapReduce rewriting</li><li>• Data mining in Python</li><li>• Applied machine learning algorithms such as Collaborative Filtering for recommendation</li></ul>	Sept. 2014 - Present
	<b>Research on Reconfigurable Processors</b> <i>Institute of Microelectronics, Tsinghua University</i> I did research on the performance of reconfigurable processors on cloud platforms at Research Center for Mobile Computing. My job is to design suitable configurations for reconfigurable processors and to distribute jobs using Hadoop framework on clusters consisting of reconfigurable processors to achieve higher performance. <ul style="list-style-type: none"><li>• Designed process of parallel computing</li><li>• System simulation in C language</li></ul>	Jul. - Oct. 2014
	<b>Research on Machine Learning</b> <i>Future Network Theory and Application Laboratory, BUPT</i> <ul style="list-style-type: none"><li>• Studied the algorithms of neural networks including Developmental Networks and Echo State Networks</li><li>• Neural networks implementation and evaluation</li></ul>	Mar. - Jul. 2014
	<b>Android Application Development</b> App Name: <i>Campus Homework Assistant</i> <ul style="list-style-type: none"><li>• Developed an application on Android that helps students check homework based on their classes and remind them to finish their homework.</li><li>• Developed with Android SDK, MySQL, Java</li><li>• Applied network programming and HTTP protocol</li></ul>	May 2013 - Apr. 2014
	<b>Battle City Game Development</b> <i>Curriculum Design</i> I wrote a simple Battle City game in C++ in Win32 console. <ul style="list-style-type: none"><li>• C++ multithreading</li><li>• The enemy has simple AI. The more enemies are destroyed, the more difficult the game becomes.</li></ul>	Aug. 2012
	<b>COMPUTER SKILLS</b> <i>Languages &amp; Software:</i> C/C++, Java, Python, HTML, Hadoop, L <sup>A</sup> T <sub>E</sub> X <i>Operating Systems:</i> Linux	
<b>AWARDS</b>	<ul style="list-style-type: none"><li>• Honorable Prize in Mathematical Contest in Modeling</li><li>• 3rd Prize Scholarships</li><li>• 3rd Prize in College Physics Competition, Beijing</li><li>• CCTV Star of Outlook English Talent Competition, Silver Award (Top 16, Beijing)</li></ul>	2014 2013 2012 2011
<b>ACTIVITIES</b>	<ul style="list-style-type: none"><li>• Worked as a volunteer in <i>The Former Residence of Soong ching ling</i> (3 hours per week)</li><li>• Taught as a volunteer in Xinxin primary school (2 hours per week)</li><li>• Elected Vice President, <i>English Club</i></li></ul>	2012 2012 2011