RAY CHEN

chenray@umich.edu +1 586-393-9510 github.com/whuchenrui Expected: **Fulltime** April 2017 (Software Development) Sep.2015 - Apr.2017 Master degree -- University of Michigan, Ann Arbor Education · Major in Computer Science · Course: Operation System, Algorithm, Web database and Information Retrieval, etc. Bachelor degree -- Wuhan University, China Sep.2011 - Jun.2015 Major in Software Engineering Course: Data structure, Computer Network, Compiler, Database, Software Testing, etc. Experiences Software Intern in Autodesk, Novi Jun.2016 - Aug.2016 • Developed API methods in C# and SQL to provide functionality tests for server sides application, Autodesk data management platform -- Vault. **Research Intern** in Chinese Academy of Science(ICT), Beijing *Jul.2014 – Jan.2015* Built web system for Appwill ltd. to monitor the status of products, a well-known iOS app with over 6 million users and virtualized data to analyze user activities and patterns. Executed 8 million records per day, 2GB in size. Using Python and MongoDB. **Publication Browsing Regularities in Hedonic Content Systems** IJCAI 2016, full pager · Ping Luo, Ganbin Zhou, Jiaxi Tang, Rui Chen, Zhongjie Yu, Qing He. Search Engine -- Information Retrieval Nov.2015 - Dec.2015 **Projects** · Sort results based on two ranking factors: PageRank and Inverted Index. Built dataset over Wikipedia corpus, 316M in size. Applied Hadoop Map-Reduce framework to calculate the Inverted Index. • Be capable of scaling to roughly the level of Google in 2004. Operation System -- Multi-threads Management Ian.2016 -Apr.2016 · Implemented user level threads library, CPU and monitors on Linux platform, including Mutex, Conditional Variables, supports multiprocessors. Implemented virtual memory translator, which manages virtual memory for application processes, supports address space creation, destruction, memory read and write. Implemented a multi-threaded, secure network file server, supporting file, directory creation and deletion. Using C++. Feb.2016 - Feb.2016 VR Chat -- Hackathon project · Defined a fancy way to chat with friends, by applying virtual reality, using Google Cardboard and Microsoft Kinect 2. Designed and implemented the server, reading data from Kinect 2 and maintaining the communication between server and players by TCP/UDP, using C#. Graduation Project -- Data Warehouse Feb.2015 - Jun.2015 Built data warehouse based on Pentaho Kettle, mainly merging the data from relational databases into NoSQL database. Real data from JinPai ltd., China. Using Java. Enhanced the project warehouse by integrating MongoDB-Delete plug-in. Applying source code from Kettle organization on Github. National Scholarship of China 2013-2014 Honors & Third prize of Langiao Algorithm Competition of China 2014 **Awards** Excellent Youth Volunteer of Wuhan University 2012-2013

Java, C#, Python, MongoDB, MySQL, Git.

Volunteer work, Cycling, Photography, Basketball, Tennis, Marathon.

C++, JavaScript, jQuery, HTML, CSS.

Advanced:

Interests:

Basic:

Skills &

Interests