Huang Xuefeng

M: +65 90405281

timhxf@gmail.com

https://github.com/xuefeng-huang

SUMMARY

A person like to figure out how things work, easy-going and hard working.

EXPERIENCE

Mediatropy digital agency Pte. Ltd

Feb/2015 - present

C++ contract project using openframeworks. It is an interactive animation project used by a museum exhibition. User can interact with the characters by touching the screen or motion detection through Kinect sensor.

CHORD simulation (school project, C++)

Built distributed hash table to simulate adding, finding and deleting nodes in that hash table. The hard part of the project is to make it scalable. My implementation takes too much time to process when the input gets too big(millions of entries).

EDUCATION

Temasek Poly (Diploma in Mechatronics 2001 - 2004)

University of Wollongong (computer science degree in digital security 2012 – 2015)

SKILLS

C++ ---- average

SQL ----- average

Python ----- beginner

Java ----- average

HTML ----- beginner

Security chat (school project, C)

Implementation of client and server program to communicate over UDP socket, the message is encrypted using RC4 stream cipher with random generated session key.

Spell checking (online learning problem, C)

To pre-process a dictionary file, build it into a data structure called tries, the check the given word is right or wrong in linear time in terms of the word length.

Block cipher education program (school project, C++)

A program with GUI built with Qt library, it let user enable or disable some operation in DES cipher and get the subsequent cipher text. This is a group project, I have done the GUI and DES code integration part. It is still ongoing, will do some work on crypto analysis in the future.

Software support engineer, Qmatic

2005 - 2012

Support and maintenance of customer management software, write script to customize the software (dealing with customer queue numbers, BASIC like script)

Field support engineer

2004 - 2005

Maintenance of wafer sorting machine in semiconductor industry.