JiaHeng Zhang

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EDUCATION

University of Southern California, Los Angeles, CA

Aug. 2014 - May. 2016 (Expected)

Master of Science, Computer Science

- GPA: 3.8/4.0

Xidian University, Xi'an, P.R. China

Aug. 2010 - Jun. 2014

Bachelor of Engineering, Computer Science and Technology

SKILLS

Languages — C, C++, C#, Python, PHP, Hack, Javascript, Java, Scala, R, Matlab, VB **Platforms** — Windows, Android, WinRT, *nix, Web

WORK EXPERIENCE

Facebook, Seattle, WA

Jun. 2015 - Aug. 2015

Full Stack Engineer Intern, Ads Payments Infra Team

- Designed and implemented internal visualization tool to show organizational hierarchy and detailed information for Atlas entities;
- Implemented automatic core data migration and improved the accuracy of billing amount for Atlas Biller.

University of Southern California, Los Angeles, CA

Mar. 2015 - May. 2015

Software Quality Assurance Tester, Financial Aid Office

- Developed, maintained, and implemented test strategies, plans, procedures, and cases;
- Evaluated and tested new or modified FAO software programs to verify the functions according to user requirements and conform to established guidelines.

Microsoft Research Asia (MSRA), Beijing, P.R. China

Jul. 2013 - Jan. 2014

Engineering Intern, Innovation Engineering Group

- Participated in development of FaceSwap, a project for swapping faces in photos;
- Implemented face detection, automatic alignment and manual alignment with constraints based on the latest face technologies from MSRA research teams;
- Improved performance and re-designed user interface (UI) and user experience (UX).

RELEVANT PROJECTS

Babel Jan. 2015 - Feb. 2015

Babel is a social carpooling platform. It helps car owners to create events to have more tour mates on the car. On the other hand, it helps people who don't have a car to get a lift to a certain destination.

- Designed and developed mobile App for Windows Phone 8.1;

Bookit Jun. 2011 - May. 2014

http://bookitapp.org (Chinese), Team Leader, Designer, Developer

An application to help users to get library collection information using keywords or bar code of a book, consisting of server backend and multiple platform clients (Windows Phone, Android, iOS, Chrome, Firefox).

- Implemented to fetch data from over 100 libraries in server with PHP and MySQL;
- Developed client apps for Windows Phone and Android;
- Publicized and promoted the app, leading to over 20 thousand downloads among college students in China.

TencentCrawler Mar. 2014 - Dec. 2014

A parallel web crawler for getting user comments of Tencent products from app stores, forums and weibo, and financial news from news providers.

- Designed, implemented the crawling logic, data storage, parallelization and programming interface.

NLM Parallel Sept. 2012 - Dec. 2012

An application of my research result on parallelized Non-local Means (NLM) algorithm with heterogeneous computing based on OpenCL.

- Analyzed serial NLM algorithm and designed a parallel scheme to speed up the algorithm up to 600x;
- Designed architecture of the program and implemented communication with GPU;
- Authored and published *A Solution for Speeding up Non-local Means Denoising Algorithm by GPU* on HPC China 2013 (National Annual Conference on High Performance Computing).