

Jiaheng Zhang

E-mail: jsxzjh@gmail.com, Tel: +1 (213) 399-3818, <https://www.linkedin.com/in/ixzjh/>

EXPERIENCE

Facebook, Menlo Park, CA / Seattle, WA Jul. 2016 - Present

Software Engineer, Music & Video Rights team, Groups team, Video Creator Monetization team

- Worked on scoping, designing, building, improving and refactoring products of Rights Manager, Groups and Video Ads in Facebook;
- Mentored bootcampers, junior engineers and team members to help them quickly learn and grow in the company;
- Helped recruiting by interviewing candidates and attending recruiting events in conferences and schools.

Tencent, Shenzhen, P.R. China

Mar. 2014 - Present

Engineering Consultant, Technology and Engineering Group (TEG)

- Participated in designing and developing large-scale, parallelized web crawling system for fetching, processing and analyzing public UGC (user generated content) from various types of websites, such as app stores, forums, Weibo, Zhihu, news websites, etc.

Oben, Pasadena, CA

Dec. 2015 - Mar. 2016

Research Intern

- Designed and implemented artificial intelligent chat robots using AIML;
- Designed and implemented related web crawlers to automatically fetch, process and load data from web pages to databases;
- Designed features, architecture and workflow for Wechat + Vizio social networking smart TV project.

Facebook, Seattle, WA

Jun. 2015 - Aug. 2015

Software 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 Engineer, USC Financial Aid Office

- Worked closely with the Systems team and Financial Aid Managers in testing current FAO software to ensure precise and accurate data output of the full Financial Aid Life Cycle;
- 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

Software Engineer Intern, Innovation Engineering Group

- Participated in development of FaceSwap, a project for swapping faces in photos, including face detection, alignment with/without constraints based on the latest face technologies from MSRA research teams;
- Improved performance and re-designed user interface (UI) and user experience (UX) in the Universal Windows Platform (UWP) App.

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

Sept. 2011 - Dec. 2012

Research Assistant, AMD – Xidian Joint Laboratory of Heterogeneous Computing – Analyzed serial NLM algorithm and designed a parallelized solution to speed up the algorithm;

- Achieved a good result in high speeding up ratios: up to 600x in kernel and 400x overall;
- Proposed a solution for parallelization of tasks to process a large number of images simultaneously;
- Implemented concurrency execution of High Dynamic Range Imaging (HDRI) on heterogeneous clusters consisting of dozens of graphic workstations and computing servers.

EDUCATION

University of Southern California, Los Angeles, CA

Aug. 2014 - May. 2016

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

- GPA: 3.7/4.0