JiaHeng Zhang

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2620 Ellendale Pl Apt 305, Los Angeles, CA 90007

EDUCATION

University of Southern California, *Los Angeles, CA*　　　　　　　　　　Aug. 2014 - Dec. 2015 (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*
− Implemented internal visualization tool;
− Implemented internal data migration.

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).