

Education**Johns Hopkins University**Master of Engineering in Computer Science *GPA: 3.76/4.00***Baltimore, MD**

Sept. 2012 - May 2014

Fudan UniversityBachelor of Science in Information Security *Major GPA: 3.59/4.00***Shanghai, China**

Sept. 2008 - Jul. 2012

Experience**Google Inc.***Software Engineer*

Nov. 2015 - Present

Mountain View, CA

- Full-stack developer on **Google Issue Tracker**, a bug tracking tool used both internally across Google and externally by open-source projects.
- Technical interviewer for technical roles.
- Contributor of Angular Material, an open-source UI component library.

Motorola Mobility*Software Engineer*

Jul. 2014 - Aug. 2015

Sunnyvale, CA

- Full-stack developer and tech lead for a data analytics portal built on Google cloud platform using Golang and AngularJS.
- Code reviewer for the broader team.
- Technical interviewer for development roles.
- 3rd place team winner of the 1st Motorola Global Hackathon across Bangalore, Chicago, Sao Paulo and Sunnyvale.

Selected Projects**Social Networking Website (Course Project of Object Oriented Software Engineering)***Team Lead*

Fall 2013

Baltimore, MD

- Built a social networking website featuring content organization of finer granularity. Posts are categorized into topics that can be subscribed by the users.
- Proposed the concept of the project, initial database design and the project framework.
- Initiated the backend APIs, implemented major parts of the frontend logic and user interface, and maintained project homepage and documentations.
- App built with AngularJS, Ruby on Rails, Bootstrap.

Framework for Natural Interaction with Large Scaled Wall Displays*Team Member*

Fall 2013

Baltimore, MD

- Collaborated on the development of a software framework for a high resolution, 25 megapixel display system, which was built on top of **Robot Operating System (ROS)**. The system uses Microsoft Kinect for gestural inputs.
- Re-worked the existing app manager and built an extensible tooltip subsystem in **Python** to support multimedia in usage instructions.
- Implemented a 3D app menu with **Qt** and **OpenGL**. Implemented the app and trained human body gestures to interact with the app.

DSL for Programming Education (Course Project of Functional Programming at Work)*Team Lead*

Fall 2012

Baltimore, MD

- Designed and developed a side-scrolling game for programming education. The player of the game uses programming scripts to control the movement of the game character.
- Game implemented in **Haskell**, **SDL**.

Technical Skills**Languages**

JavaScript, TypeScript, Java, Python

Frameworks & Platforms

Angular, AngularJS, Google Cloud Platform

Tools

Linux, shell, git, Vim

Publications and Presentations

Oral Presentation: Xi Zhou; **Yifan Ge**; Xuxu Chen; Yinan Jing; Weiwei Sun; , ‘*A Distributed Cache Based Reliable Service Execution and Recovery Approach in MANETs*’, The 6th IEEE International Conference on Asia-Pacific Services Computing Conference, Jeju-do, South Korea, Dec. 2011.

Poster Presentation: Xi Zhou; **Yifan Ge**; Xuxu Chen; Yinan Jing; Weiwei Sun; , ‘*SMF: A Novel Lightweight Reliable Service Discovery Approach in MANET*’, The 7th International Conference on Wireless Communications, Networking and Mobile Computing, Wuhan, China, Sept. 2011.