YIFAN GE

34768 Swain Cmn., Fremont, CA 94555 ⋄ (408) 769-8746 ⋄ yifan.ge@outlook.com

Education

Johns Hopkins University **Baltimore, MD**
Master of Engineering in Computer Science *GPA: 3.76/4.00* Sept. 2012 - May 2014

Fudan University **Shanghai, China**
Bachelor of Science in Information Security *Major GPA: 3.59/4.00* Sept. 2008 - Jul. 2012

Experience

Google Inc. Jul. 2015 - Present
Software Engineer *Mountain View, CA*
· Full-stack developer of Google Issue Tracker, a bug tracking tool used both internally across Google and externally to power open source projects.
· Technical interviewer for Software Engineering roles.

Motorola Mobility Jul. 2014 - Aug. 2015
Software Engineer *Sunnyvale, CA*
· Full-stack developer and tech lead for the data analytics portal built on cloud platform using Golang and AngularJS.
· Perform 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.

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.

Selected Projects

Social Networking Website (Course Project of Object Oriented Software Engineering) Fall 2013
Team Lead *Baltimore, MD*
· Established a social networking featuring finer content organization. Posts are categorized into topics subscribed by the users.
· Conceived 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.
· Techniques used: Ruby on Rails, RSpec, Grunt, AngularJS, Bootstrap.

Framework for Natural Interaction with Large Scaled Wall Displays Fall 2013
Team Member *Baltimore, MD*
· Collaborated in the development of the software framework for a high resolution, 25 megapixel display system which leverages the Robot Operating System (ROS) libraries to interface with Microsoft Kinect for gestural input.
· Remodeled the existing app manager and built an extensible tooltip subsystem to support multimedia for usage instructions.
· Implemented a 3D menu based on Qt and OpenGL. Coded and trained human body gestures for VR interactions with the menu.
· Techniques used: Python, Qt, OpenGL, ROS.

DSL for Programming Education (Course Project of Functional Programming at Work) Fall 2012
Team Lead *Baltimore, MD*
· Designed and developed a system for programming education through the form of a side-scrolling game. The system reads the script input by the user, and translates it into the movements of the game character.
· Game implemented in Haskell, SDL, and some other open source resources.
· Techniques used: Haskell, SDL.

Technical Skills

Languages Python, JavaScript, Golang, Ruby, C, C++, Java, Haskell, OCaml, Rust
Frameworks & Platforms AngularJS, Ruby on Rails, Google Cloud Platform
Tools Linux, shell, git, Vim