

Education

Stanford University | GPA: 4.14/4.3

Advanced Software System Certificate

Stanford, CA

Jan 2016 - present

University of Michigan/Shanghai Jiao Tong University | GPA: 3.6/4.0

Ann Arbor, MI

Bachelor of Science in Computer Science

May 2015

Experience

Yahoo! Inc.

Sunnyvale, CA

Software Dev Engineer, Video Platform Team

Sep 2015 - present

- **Large Scale Real-time Video Highlight Detection System on Caffe** - based on computer vision, CNN and Kubernetes to auto-detect game highlights for esports.
- **Highly Scalable Content-adaptive Video Transcoding Solution on AWS** - algorithm patented with *Chunk Based Adaptive VBR Encoding*; with up to 70% video bitrate saving and 90% improvement on processing time.
- **Elastic Live Streaming Infrastructure on AWS by NVIDIA Pascal GPU** - serving user generated content broadcasting, Yahoo studio and eCommerce with tens of thousands concurrent live events, leading-industry low latency, and immediate ramp-up time.
- **4K HEVC Live Streaming with Extreme Low Latency by NVIDIA Volta GPU** - experienced with NVIDIA state-of-art GPUs, e.g. P4, V100.
- **Distributed Live Event Management System with High Availability** - powering all of Yahoo hosted live events including Yahoo Finance, Yahoo Taiwan, NHL game, and internal events.

Shanghai Jiao Tong University

Shanghai, China

Teaching Assistant of Introduction to Cryptography

May 2015 - Aug 2015

- Held office hour per week; graded assignments and exams

Yahoo! Inc.

Sunnyvale, CA

Summer Intern, Video Platform API Team

Jun 2014 - Aug 2014

- Built a video streaming API testing tool to replay large number of HTTP requests
- Fixed bugs that were reported by the testing tool, decreased error rate in less 10%

Shanghai Jiao Tong University

Shanghai, China

Teaching Assistant of Introduction to Programming

May 2013 - Aug 2013

- Held office hour (3 hours per week), graded homework and exams
- Led, initiated discussions to a class of 200+ student by slides every week (13 weeks)

Honors

Scholarship at Shanghai Jiao Tong University

Aug 2013

Dean's List at University of Michigan

Dec 2013

University Honors at University of Michigan

2013 - 2014

Projects

PAC-MAN AI Competition

Stanford, CA

Course Project, 1st prize

Nov 2016

- Ranked at 1st out of 600+ Stanford students in the class, presented and shared innovative ideas to the class

- Brainstormed features, optimized reward functions, tuned relative scores to handle various scenarios
- Features includes patterns of remaining Pac-Dots (gathered is preferable to fragmented); distance to the foods, the closest scared ghost and the closest capsule; number of foods and capsules left

Chinese Character Handwriting Generation in TensorFlow

Stanford, CA

Course Project, Team lead

Dec 2016

- Utilized TensorFlow to achieve a Recurrent Neural Network (RNN) generative model to simulate human Chinese character handwriting
- Applied Long Short Term Memory (LSTM) cell, modified Gated Recurrent Unit (GRU) cell, such that the stroke prediction will condition on the character class information, instead of randomly predicting
- Trained the model that was converged on a limited training set with a simple loss function
- Took lead on the project proposal, literature review and final report

Compiler Optimization for JoeQ

Stanford, CA

Course Project

Feb 2016

- Implemented a dataflow analysis framework on JoeQ system as well as Reaching Definitions and Faint Variable analysis
- Designed and implemented an optimization algorithm to remove redundant Null checks by applying Constant Propagation, Copy Propagation and Partial Redundancy Elimination
- Implemented the Loop-invariant Code Motion algorithm

Android App Volumaster

Ann Arbor, MI

Senior Design Course, Team lead

Jan 2015 - Apr 2015

- An Android app which will lower the phone ring automatically when a user is in meeting, cinema, etc
- Used Google Calendar API to automatically import potential events from users' calendar
- Could detect user locations (e.g. in cinema) by GPS or WI-FI connection, and adjust the phone ring volume accordingly
- Designed and implemented database schema, user login, multi-page flatten UI
- Published on Google Play (<https://play.google.com/store/apps/details?id=com.rey.material.volumaster&hl=en>)

Discipline Prediction from Class Review

Ann Arbor, MI

Course Project

Apr 2015

- Utilized a python crawler to crawl huge amount of training and testing data from *Rate My Professor* website
- Applied Support Vector Machine, Decision Tree, Naive Bayes, KNN, and other machine learning methods to predict disciplines of class from reviews

Technical Skills

- Machine learning: TensorFlow, Caffe
- Video processing: FFmpeg/FFprobe, H264, HEVC, HLS
- Cloud computing: AWS, Google Cloud, Kubernetes
- Adept in computer programming: C/C++/Java/Python/JavaScript/MATLAB/Mathematica/LaTeX
- Object oriented programming, RESTful API design, Test-driven development, Distributed System Design
- MySQL/MongoDB, Github, Splunk, Guice, Celery, Django
- Languages: Verbally expert in English, mother-tongue in Mandarin