

# Yuxuan Zhou

[hizyx97@gmail.com](mailto:hizyx97@gmail.com)

315-416-4615

4-294, 111 College Pl., Syracuse, NY 13210

## EDUCATION

**Syracuse University** - The College of Engineering and Computer Science

Ph.D. in Computer and Information Science and Engineering (CISE)

Master of Science in Computer Science

GPA 3.92 / 4.00

**Coursework:** Advanced Computer Architecture, Design & Analyze of Algorithms, Principles of Operating Systems, Intelligent & Secure Cyber-Phys, Biometrics, Machine Learning for Security, Deep Learning: Theorem Proving, Principles of Social Media and Data Mining, Structured programming & formal methods, Intro. Courses (Artificial Intelligence, Cryptography, System-on-Chip Design), Blockchain & Cryptocurrencies

Syracuse, NY

Aug. 2021 – Present

Aug. 2019 – Dec. 2020

**Hubei University** - School of Computer Science and Information Engineering

Bachelor of Software Engineering

Wuhan, China

Sept. 2015 - Jun. 2019

**University of Minnesota**

Summer General Education Program

Minneapolis, MN

Summer 2018

## PUBLICATIONS

- Uncovering Atomicity Violations and Security Risks in Decentralized Exchange in the Wild Jiaqi Chen, Yibo Wang, **Yuxuan Zhou**, Wanning Ding, Yuzhe Tang, XiaoFeng Wang, Kai Li, 8th IEEE European Symposium on Security and Privacy, 2023
- Graph4Web: A Relation-Aware Graph Attention Network for Web Service Classification Kunsong Zhao, Jin Liu, Zhou Xu, Xiao Liu, Lei Xue, **Yuxuan Zhou** and Xin Wang, The 30th IEEE International Conference on Software Analysis, Evolution and Reengineering, 2022

## EXPERIENCE

**Syracuse University**

Research Assistant

Syracuse, NY

Fall 2020 - Present

- Explored Ethereum mem-pool protocols and implemented patches to vulnerabilities that lead to low-cost DoS attack([ref.](#))
- Analyzed smart contracts vulnerabilities and tracked blockchain attacks that exploited smart contracts design flaws
- Uncovered extractable value on Blockchain from secret keys management perspective

## PROJECT

- Improved deep-learning based fingerprint recognition system with Generative Adversarial Networks **Dec. 2021**
- Developed the online multiplayer or vs-RNN-AI Gomoku games on Python and JavaScript **Fall 2020**
- Applied Logistic Regression and LSTM models to predict and analyze the attitude of the public in different states in the US on COVID-19 on Tweet **Spring 2020**
- Developed inventory monitoring and email alert software in Python, automatic order placement browser plugin in JavaScript for online shopping platform (taobao.com and jd.com) **Dec. 2019**
- Completed Online ordering system back-end design using Spring Boot, RESTful API, Nginx, Redis and SQL **April 2019**

## AWARDS AND CERTIFICATIONS

- DSN 2022 Student Travel Award, June 2022
- Qualification Certificate of Computer and Software Technology Proficiency: Intermediate software designer, May 2018
- First prize of Blue Bridge Cup software development competition (Java Group), March 2018
- Merit Student of College, 2016, 2017, 2019
- Scientific Innovation Award of College, 2018

## SKILLS

- Python, Go, Solidity, Java, C, C++, C#, JavaScript, SQL