Yuxiao ZHANG

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EDUCATION

Shanghai Jiao Tong University (SJTU), Shanghai   2013 - 2017
School of Electronics, Information and Electrical Engineering (SEIEE)
Bachelor of Science in COMPUTER SCIENCE
Minor in FINANCE
GPA : 3.87/4.0 (Major), 3.78/4.0 (Overall)
Ranking : 13/137

AWARDS

Pan Wen Yuan Scholarship (5 students in SEIEE each year)   2014
Acadamic Excellent Scholarship (Top 10% in SJTU each year)   2014
Acadamic Excellent Scholarship (Top 10% in SJTU each year)   2016
Honorable mention in MCM   2016

PUBLICATIONS

[1] Renxuan Wang, **Yuxiao Zhang**, Jiaxi Liu, Xiaofeng Gao and Guihai Chen. "AngleCut: A Ring-Based Tree Partition Scheme for Metadata Management in Distributed Storage Systems", prepared for submission to SIGMOD 2017

RESEARCH EXPERIENCES

Smartphone Voice Source Localization based on TDoA   2015 - present
Supervised by Professor Hongzi Zhu
Design a system model and corresponding algorithms Develop on mobile phone(Android OS) to collect voice data and evaluate the distance from voice source to phone based on time lap(or TDoA) between two microphones' voice signal. The basic functions are all implemented and I'm trying to improve the accuracy of measurement.

Metadata Management in Distributed Storage Systems   2015 - present
Supervised by Professor Xiaofeng Gao
Develop a new Scheme for metadata management in distributed storage systems to reduce hops and balance workload among servers.

SELECTED PROJECTS

Music action game on embedded system(Top 2 project in SEIEE)
Design a music action game using CPU with limited performance(Cortex M3). The game needs to do the following things at a very short time: reading files and music from SD cards, playing music, dealing with touch instances and changing the patterns on LCD.   2015 finished
Abilities: CPU scheduling, hardware management, code optimization, time synchronization.

Football and player tracing in low-quality video(Top 1 project in class)
Design an algorithm to trace the players and football in a video with poor quality. The algorithm combines several classic methods and also Weighted Matrix–a new innovating way to particularly trace football.   2016 finished
Abilities: video processing, algorithm design.

SKILLS

Programming:	(Proficient) C/C++, JavaScript, MATLAB, LaTeX, Python (Familiar) Java, HTML, swift
Platform:	Windows, Linux, Android, IOS, Embedded System
Language:	Mandarin: Native, English: Fluent, TOEFL: 102(R30+L27+S22+W23), GRE: 327+3.0
Others:	Audio&Video Processing using PE, Au, Ps

WORK EXPERIENCE

Internship at **Intel** Asia Pacific R & D Center(Open Source Technology Group)   2016.5-present
The major work of my internship at Intel is to investigate the new feature of WebGL2 and work on benchmark deisgnation. WebGL is a javascript API for rendering 3D computer graphics within any compatible browsers. WebGL2 is a new version of this APIs and will be landed in Chrome recently. My work is to investigate the new features of WebGL2 and design benchmark to test the performance of these new features. You can check all benchmark cases in https://github.com/zyxiaooo/WebGL2_bench