

ZHEHUI ZHOU

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OBJECTIVE

To obtain an intern position in software engineering from 2017 summer

EDUCATION

Carnegie Mellon University Pittsburgh, PA – Silicon Valley CA

Master of Information Technology - Mobility

Expected: Jun. 2018

- Relevant Coursework: Introduction to Computer Systems, Web Application Development, Introduction to Information Security, Storage System.

The Chinese University of Hong Kong

Hong Kong

Bachelor of Engineering in Information Engineering, Minor in Computer Science

Jun. 2016

- Major GPA: 3.87/4.00(top 5%).
- Honors: Dean's List 2011-2014 (top 5%), Yu To Sang Memorial Scholarship 2013-2015 (HKD 24000).

TECHNICAL SKILLS

Proficient in Java(Android), C, MySQL, Git and Linux; familiar with Objective-C, C#, PHP, JavaScript and Python

WORK EXPERIENCE

Alibaba Group (Android)

Hangzhou, China

Summer Intern, Android Engineer

Jun. – Aug. 2015

- Integrated robust functionalities including emoji, group chatting, and friend request handling.
- Evaluated the performance and robustness of event distributing module and message databases.
- Researched on 3 open source projects (Picasso, Glide, and Fresco) to improve speed, memory usage and modularity of the existing image loading module.

Ideaslab (Android, PHP, JavaScript, MySQL)

Hong Kong

Full-time Intern, Software Engineer

Jun. 2014 – Jun. 2015

- Developed 3 Android apps, including Babbble, Magbean, and Fody Tempus:
 - Babbble
 - Created an Android app for chatting with mobile devices through Bluetooth.
 - Implemented a robust application protocol to send text messages, images, and files with persistent connection and automatic retransmission.
 - Magbean
 - Devised an Android app for reading magazines provided by the backend server.
 - Created a content management system based on the Yii framework and jQuery to manage databases and files on the server and provide APIs for mobile apps to access data.
 - Converted uploaded PDF files to JPEG format and encrypted each image automatically using PHP.
 - Fody Tempus
 - Utilized an Android app that communicated with sensors through Bluetooth Low Energy to retrieve, decode and display weather data, including temperature, humidity and wind speed.
 - Explored AChartEngine library to plot graphs for all types of weather data.

PROJECTS

Flash Translation Layer for SSDs (C++)

Sep. 2016

- Built a flash translation layer for an emulated SSD. It supported the translation from LBA to physical addresses, garbage collection, and wear leveling.

Smart Watch (iOS)

Apr. 2016

- Designed a virtual pet game based on HealthKit API and watchOS 2, which calculated users' effort based on users' heartbeat rate measured by Apple Watch.
- Built a ranking system with social network integration to let users compete against friends.

Karaoke System (C#)

Apr. 2014

- Integrated music searching, shuffle mode and lyrics display. Supported FLAC, APE and MP3 formats.
- Displayed visual dynamic effect based on FFT of audio signals.

Tiny Portable Cloud Storage Application (C, Linux)

Nov. 2013

- Modifications of files on clients were captured and sent to the server and then synchronized all other clients.
- Supported on-demand and thread-pool mode for multi-threading, persistent HTTP connection, partial file updating and conflict management.