

Yifu Wang

PHONE: (626) 226 6282

EMAIL: yifuw@andrew.cmu.edu

GITHUB: github.com/wangyifu

LINKEDIN: www.linkedin.com/in/yifuwang

EDUCATION

M.S. Computer Science, Carnegie Mellon University, Pittsburgh

May / 16

Courses: Advanced Data Structure and Algorithms, Machine Learning, Cloud Computing, Big Data System in Practice, Search Engine

Teaching: Data Structures for Application Programmers, JAVA for Application Programmers

B.S. Software Engineering, Dalian University of Technology, China

June / 14

Courses: Operating System, Compiler Techniques, Database Systems, Computer Network, Computer Architecture, Data Structure and Algorithms

WORK EXPERIENCE

Software Engineer Intern at *Quixey, Inc.*

May / 15 - Aug / 15

- Implemented Chinese query tokenizer based on dictionary and machine learning.
- Designed a **dynamic programming** algorithm to reduce processing time.
- **40% faster** and **1.6% DCG score gain** than previous tokenizer in indexing.
- Created **RESTful** Web Services interface using Jetty.
- Released to **production stage** in Quixey app search and auto suggestion.
- Applied **U.S. provisional patent**(No. 62/216329) for core algorithm.

SDET Intern at *VMware, Inc.*

Aug / 13 - Feb / 14

- Contributed to the automation testing framework using **C#**.
- Developed several web applications based on **LAMP** stack.
- Visualized product development progress, employee KPI, and bug report.
- Generated report in pdf and excel format using historical data.

PROJECTS

- DOTA2** • Hero recommendation engine for Dota 2 game. Written in **python**.
- COUNTER-PICK:** • Generated feature matrix from 30000 matches using **urllib, numpy, pandas**.
• Applied **K-nearest neighbors, SVM with RBF kernel** to predict result using **sci-kit**.
• Achieved **70% accuracy** in predicting match outcomes.
- BIO-ASK:** • Question answering system in medical field based on **UIMA** architecture.
• Implemented document retrieval algorithm based on **Stanford NLP** and **Lingpipe**.
• Developed result evaluation system using **BM25** and **GMAP**.
- SEAT FINDER:** • **Android** app for students to find nearest self study room.
• Designed **ranking algorithm** based on elapsed time, user rank, and votes.
• Developed HTTP server using **JAVA**, applied **thread pool** handle simultaneous requests.
- DRAW** • Online graphic multiplayer game developed on **Linux** using **C++** and **Qt**.
- SOMETHING:** • Used **bezier curve** to represent and serialize canvas.
• Implemented **multi-thread TCP server** to support concurrent connections.

SKILLS

Languages: JAVA, Python, C++, shell script, Javascript, PHP, Scala, R

Other Technologies: Web Development(LAMP and MEAN), MySQL, AWS, Hadoop, Elastic MapReduce, ElasticSearch, MongoDB, Mahout, Lucene, Git, Scrum