

FANGZHOU LIU

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EDUCATION

Ph.D in Computer Science(System Track) University of Rochester	August 2017 - Present
M.S. in Computer Science University of Rochester, CGPA: 3.73/4.00	August 2016 - June 2017
B.E. in Telecommunication Engineering Beijing University of Posts and Telecommunications, CGPA: 88.1/100	Sept 2012 - June 2016

SKILLS AND INTERESTS

Skills	Java, Ruby, C/C++, Objective-C, Swift, Mobile Apps Development(iOS), Website Development, SQL, Git, LLVM
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PROJECTS

Loop and Array Analysis using LLVM	Mars 2017 - May 2017
<ul style="list-style-type: none">Build a Function Pass that lists all BasicBlocks within the function and mark their dominance relation and all back edges.Build an Array Analysis Function Pass that can find all array references, its array index, calculate the distance vectors of each reference pair, classify the data dependencies for each reference pairs in a given program.Build a Loop Analysis Function Pass that can find all the unnested loops, all BasicBlocks within the loop, loop induction variables and branch conditions for a given program.	

INTERNSHIP/TRAININGS

Software Engineer Intern <i>Skyversed Ltd. Shenzhen, China</i>	June 2017 - August 2017
<ul style="list-style-type: none">Develop the Module for <i>HOLLY</i> that can control(Translate, Rotate, Scale, Reset) the 3D Models using <i>OpenGL</i>.Implement the function that can erase points from 3D modules in selected region with given color, and undo the previous erase operation.Design the <i>PINE – Meshlab</i> protocol and implement it in <i>Meshlab</i> such that <i>Meshlab</i> can be opened within <i>PINE</i> control software, and transmit measuring data to <i>PINE</i> for report generating.Embed the 2D, 3D graphic measuring algorithm into <i>Meshlab</i> UI.	
Research Assistant <i>Beijing University of Posts and Telecommunications-School of Information and Communication Engineering</i>	May 2015 - May 2016
<ul style="list-style-type: none">Understand the working mechanism for <i>ALLJOYN</i> IoT Protocol Software Framework within mobile devices.Implement the Cross-Platform File transform App based on <i>ALLJOYN</i> between iOS and Windows.Build the Cross-Platform Synchronous Whiteboard App based on <i>ALLJOYN</i> between iOS and Android.	
iOS Software Engineer Intern <i>Xunzhi Network Technology Co., Ltd. Beijing, China</i>	August 2015 - September 2015
<ul style="list-style-type: none">Develop UI for 'online chat', 'product collection' and 'user profile' view.Solve the duplicated view display problem caused by view-reuse by <i>KVO</i>.Encapsulate product data/images in <i>JSON</i> format, and sent it to the server by using <i>AFNetwork</i> FrameworkResolve data from <i>JSON</i> data requested from server and displayed them on corresponding UI component.	