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Work Experience

Pure Storage, Inc **Software Engineer** May 2017 – present

- Designed and implemented **REST api** and **CLI** for Flashblade monitoring and management in Pure 1 team.
- Drove development of SSL managing system for importing customized certificates on specified servers via GUI, CLI or REST. Implemented encryption, decryption, and validation of X509 certificate and private key.
- Improved manageability of replication and retention on over 10k file systems and snapshots in multi clusters by introducing automatic policy system. Implemented guard rail mechanism in s3 buckets, file systems, and snapshots with ability to revert the action of destroying data and permanently remove them from the clusters.
- Optimized data loading and multi-threads in service startup process to handle requests with different pass through level based on needs of caching data to in-memory database from backend.

Outward, Inc **Software Engineer** Sep 2015 – Apr 2017

- Led and delivered **Augmented Reality** app 3D Room View to Williams-Sonoma, Inc (which later acquired Outward,Inc for over 100 million dollars) on Google Play. Implemented frame-based 3D model real time rendering on mobile devices with **Google Tango** platform in **Unity 3D (C#)**. The implementation includes realistically simulatation of physics including lighting, shadow, 3d collision and force effect.
  Reference link: https://play.google.com/store/apps/details?id=com.outwardinc.Outward_AR2
- Developed concurrent and distributed system with **Python/Django** for 3D assets management and tasks load balancing on render machines. Used **MySQL relational databases** and transactions for data storing.
- Researched in 3D imaging rendering with openGL and shaders.
- Developed API in Python for Blender 3D integrated with internal render tasks managing server.

Education

Computer Science **Master of Science** Jan 2014 - May 2015

- University of North Carolina at Charlotte

Digital Media Engineering **Bachelor of Science** Aug 2008 - June 2012

- Xiamen University | Xiamen, China

Technical Experience

Personalized Movie Recommendation System

- Independently developed recommendation system with K-Nearest Neighbors algorithm applying User-Base Collaborative Filtering. The program reads 1-5 scale ratings of 6,000+ users on 100,000 movies as sample, and uses this data to calculate correlations between users and predict ratings with accuracy of 97%.
  Reference link: https://www.chenyy0527.com/moviefinder.html

Real Time Management Game

- Developed a fully customizable, real time management game with object tracking, data loading & saving. Implemented Artificial Intelligence including A star path finding, load balance, and simulated emotion.
  Reference link: https://www.chenyy0527.com/my-hospital.html

Skills

- Python (Django), Java, C Sharp (Unity 3D), C++, ActionScript 3.0 (Flash), MySQL