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YINGYING CHEN

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Work Experience

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

- Developed certificate system for FlashBlade for customers security control including multi server via graphic user interface, command line input and REST.
- Implemented recyle system concept in filesystems and snapshots stored on product.

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

- Led **Augmented Reality** project **3D Room View** delivered to Williams-Sonoma, Inc, launched on Google Play Tango Store. Implemented frame-based 3D graphic rendering on mobile devices with Unity 3D and Google Tango platform, with huge base furniture models and materials storation and life-time 3d collision and physics effect calculation.
- Developed **distributed system** for 3D assets management and render machines load balance.

Education

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

- University of North Carolina at Charlotte
- Teaching Assistant for Data Structure and Algorithm course
- Coursework: Algorithms, Game AI, Advance Game Programming, Recommendation System, Database

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

- Xiamen University | Xiamen, China

Technical Experience

Personalized Movie Recommendation System ActionScript 3.0

- Independently developed an embedded database system from scratch using database libraries in Flash.
- Implemented K-Nearest Neighbors with the concept of User-Base Collaborative Filtering as the main algorithm in conjunction with other methods to calculate correlations between users and predict ratings.
- Completed the back and front end of entire software app with ActionScript 3.0.

Real Time Management Game ActionScript 3.0

- Completed a fully customizable, real time management game with object tracking, data loading & saving.
- Implemented advance AI including A star, load balancing, multi-thread decision making.

Options Price Estimating System C++

- Developed entire system individually using existing data for deducting parameters through test cases.
- Implemented Black-Scholes numerical algorithm with Virtual Method Table in C++ abstract class.

Skills

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