HONGKUN LENG

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EDUCATION

Carnegie Mellon Univerisity Sep 2016 - Present
M.S. in Information Technology - Mobility
Huazhong University of Science and Technology Sep 2011 - Jun 2015
B.S. in Electronic & Information Engineering
Data Structure, Advanced Programming Language(C++), Operation System, Computer Network & Applications
Principles of Microcomputer, Principles and Design of Embedded, Database System, Embedded Linux Software Design

PROFESSIONAL EXPERIENCE

WeClient Team (http://goo.gl/0RkROl) (Team Lead & Mobile Software Engineer) Aug 2014 - Present

- Developed web based WeChat official account management features on mobile through simulating HTTP requests and parsing DOM structure of HTML. Implemented Cookie management system
- Gained **over 53,000 users** and **130 stars, 50 forks on Github**

Nightingale, Inc (Software Engineer) Oct 2014 - Jul 2015

- Developed Android based articles recommendation app with **over 11,000 lines code**
- Obtained 1 million RMB seed-stage venture capital

Wandoujia(SnapPea), Inc (http://goo.gl/yEU3cW) (Engineering Intern) Jul 2014 - Oct 2014

- Developed music control, "App Rhythm" and wallpaper setting for SnapLock, over 2 million users
- Utilizing Java Native Interface (JNI), Java Reflection API. Implemented Quadratic Bezier curves

Melon-Helper Inc (Co-founder & Full-stack developer) July 2013 - March 2014

- Built order, payment, delivery system to connect **12 local stores** with **over 8000 students**
- Developed order management system for local grocery stores, built websites, Android and iOS based application to provide **cross-platform user experience**
- Led a team of 5 core members and over 30 part-time students. Devised part-time student based delivery system, which saved operation expense and also expanded influence among students.

RESEARCH EXPERIENCE

Services Computing Technology and System Lab (Co-Author) Sep 2014 - Oct 2015

- Designed system model, Lyapunov optimization framework, and assisted in writing paper "eTrain: Making Wasted Energy Useful by Utilizing Heartbeats for Mobile Data Transmissions" **IEEE ICDCS 2015**.
- Paper presenter at the conference.
- Developed system implementation, data collecting, evaluation applications with over 20,000 lines code

Intelligent Internet Technology Network Application and Database Research Lab (Research Assistant) Mar 2012 - Oct 2012

- Assisted in developing database for university research management platform utilizing Java and MySQL
- Developed front end webpage with HTML and Javascript to test database performance search results

PROJECTS

"Weio" Energy Saving Weibo Client (Software Engineer) March 2015 - June 2015

· Android based Weibo (Chinese Twitter) client with posts browsing, posting, commenting features, Long image browsing features
· Developed transmission management system to piggyback and aggregate HTTP requests on heartbeats
· Over 3000 users in one month

SmartCar(http://goo.gl/lZFFuY) (Software Engineer) March 2015 - June 2015

· Utilized MSP430 controller, Bluetooth 4.0 and ultrasound, infrared sensors to build a smart car, which was able to find and put out fire automatically.
· Utlized Gravity sensor, Bluetooth 4.0, Accelerate sensor to built Android based gamepad to control the movement of smart car.
· First prize in Texas Instruments Electronic Design Contest(TI Cup), HUST division

OneDay (Mobile Software Engineer) Dec 2013 - March 2014

· Built one day travel itenenaries and entertainment recommendation application on Android platform
· Gathered and analyzed travel itneraries, food and drink, surrounding facilities information using Python

Video-Chat and Internet of Things application (http://goo.gl/P2u2nF) (Full-stack Engineer) Sep 2013

· Developed real-time video-chat application using **Node.js and TCP Socket, Graphic API**. Compressed transmission data through zip algorithm. Reduce data size through frame difference algorithm.
· Utilized **Bluetooth 4.0** and Arduino to connect and control toys through smartphones

"Hero Tower" Tower Defense Game (http://goo.gl/hX7kM6) (Software Engineer) Jul 2012 - Oct 2012

· Android based game, **over 10,000 lines code**, containing drawing, events and resource management system, collision detection system.
· Implemented **Least Recently Used (LRU) cache algorithm and Depth First Search (DFS) tree traveling algorithms**

TECHNICAL SKILLS

Computer Languages	Java, C/C++, Javascript, Python, HTML
Platform & Tools	Android, Node.js, MySQL, Mongo DB, Git, Vim, Linux, Eclipse Tornado, NodeWebkit, Raspberry Pi, Arduino, Openwrt, Wireshark
Design & Collaboration	Sketch, Photoshop, Axure, Asana, Trello, Google Doc

HONORS & AWARDS

Outstanding Graduates	May 2015
First prize, Texas Instruments Electronic Design Contest(TI Cup), HUST division	Jul 2014
Second prize, UT-Starcom Programming Competition	Dec 2013
First prize, Sohu Cloud Engine Competition	Sep 2013
Second prize, Baidu Open Cloud Competition	Jul 2013
First prize, College Mobile Application Developing Competition	Oct 2012