



姚逸云

教育背景

2012.09 至今 本科, 软件工程, 东南大学, GPA 3.73/4.0 专业内排名 1/137.

2012-13 年度 祝义材奖学金, 5000元, 全院得奖人数为2人.

2013-14 年度 金升奖学金, 5000元, 全院得奖人数为1人.

英语, 托福104分, 具备优秀的英语听说读写能力.

项目经历

2013.07 - 08 东南大学校史校情知识竞赛在线答题系统, 全校比赛第三名, 工程师, 南京.

- 开发一个基于Django框架的Web应用, 实现了全校新生在线答题, 提高了批阅统计的效率.
- 主要负责前端的设计开发, 前后端接口定义和cache层的设计开发.
- 熟悉Python编程, 熟悉使用MySQL数据库, 使用Memcached优化性能.

2013.08 - 09 即时聊天软件——LYEPOP, 优秀项目(1/3), 负责人, 南京.

- 开发一个运行在Linux系统下的即时聊天软件, 解决了Linux系统下缺乏即时聊天软件的问题.
- 负责项目整体框架设计, 使用JSON作为交换数据格式, 设计编写通讯协议, 服务器端逻辑和DAO层.
- 使用C编写了整个系统, 熟悉Linux下的网络编程, 熟悉多线程程序的构建方式.

2014.08 - 09 晒果社交直播平台, 实训项目第四名, 负责人, 南京.

- 开发了一个以社交网络为组织结构的Web直播平台, 实现了通过社交网络传播实时资讯的功能.
- 主要负责项目整体框架设计, 使用AngularJS作为前端框架, 使用Java Jersey作为后端框架.
- 管理项目进度, 控制代码版本, 熟悉前台模块化开发, 熟悉使用git合作的开发模式.

实习经历

2014.07 - 08 上海致玩网络科技有限公司, 初创公司, 工程师, 上海.

- 主要担任公司首款手机游戏的平台移植工作, 帮助公司将游戏更快地推广到更多终端平台.
- 完成了游戏第三方用户系统接入, 让更多的渠道平台用户进行提前试玩, 帮助游戏改进, 积攒人气.
- 完成了游戏数据监控平台的接入, 让用户所遇到的问题更准确地传达到开发团队并得到及时解决.
- 锻炼工程能力, 熟悉软件的合作开发流程, 熟练使用软件版本控制工具.

科研经历

2013.09 至今 基于群智能方法的机器人路径规划, 国家大学生创新创业训练计划项目, 负责人, 南京.

- 探究群智能方法在机器人路径规划领域的应用, 提升蚁群优化算法在该问题上的求解质量和性能.
- 主要负责对蚁群优化算法的实现与改进, 以及实验.
- 论文: **A Novel Heterogeneous Feature Ant Colony Optimization and its Application on Robot Path Planning** 已被 IEEE CEC 2015 (进化计算领域内著名会议) 录用.

2013.09 至今 基于颜色识别的手势控制系统, 国家大学生创新创业训练计划项目, 负责人, 南京.

- 通过颜色识别, 提升摄像头对于自然手势的识别率, 开发出一套实用的手势识别系统.
- 主要负责颜色识别与前景识别的算法实现和改进, 提高手势识别率, 以及实验.

参赛获奖

2014.11.15 创客上海黑客马拉松, 第二名, 负责人, 上海.

- 创客上海是一项面向全世界最优秀的大学生编程爱好者, 持续二十四小时的编程马拉松活动.
- 完成Chrome Theatre, 通过浏览器插件和手机客户端配合, 帮助人们更好地享受网络视频.
- 负责项目创意设计, 浏览器插件开发, 即兴完成了5分钟的全英文产品介绍.



Yao Yiyun

Education

- Since 2012.09 **Undergraduate, Software Engineering**, Southeast University, GPA 3.73/4.0 Rank 1/137.
2012 – 2013 **Zhu Yicai Scholarship**, RMB 5000, 1/2.
2013 – 2014 **Jin Sheng Scholarship**, RMB 5000, 1/1.
English, TOEFL 104, Good English communication skills.

Project Experience

- 2013.07 – 08 **Online Answer System for SEU History Competition**, 3rd Place in School, Engineer, Nanjing.
○ Develop a web application based on Django to let freshman answer the questions online.
○ The system improved the efficiency of marking and statistics.
○ Responsible for front-end design, interface design and cache design.
○ Familiar with Python and MySQL, using Memcached as the optimization.
- 2013.08 – 09 **IM Tools – LYEPPOP**, Excellent Project (1/3), Person in Charge, Nanjing.
○ Develop an IM tools on Linux to solve the problem of lack of Instant Messenger on Linux system.
○ Responsible for the overall design and implement the communication protocol, server-end logic and DAO.
○ Familiar with the network programming on Linux and the way to build a multi-threaded program.
- 2014.08 – 09 **Online Broadcast Platform – Shaiguo**, 4th Place in School, Person in Charge, Nanjing.
○ Develop a broadcast platform to disseminate the real-time information through its built-in social network.
○ Responsible for the overall design using Angular as the front-end framework and Jersey as the back-end's.
○ Familiar with the front-end modular development and the co-development model based on git.

Internship Experience

- 2014.07 – 08 **G1Game Network Technology Co., Ltd.**, Startup Company, Engineer, Shanghai.
○ Migrate the company's first game from IOS to Android, helping to popularize the game to more platforms.
○ Integrate user system of the third-party platform, enabling more users to experience the game in advance.
○ Integrate data monitoring system, showing bugs more directly and accurately to the development team.

Research Experience

- Since 2013.09 **Robot Path Planning based on Swarm Intelligence Method**, Person in Charge, Nanjing.
○ A novel Ant Colony Optimization algorithm is proposed to solve the robot path planning problem.
○ I am responsible for the implementation and optimization of the algorithms and the experiments.
○ **A Novel Heterogeneous Feature Ant Colony Optimization and its Application on Robot Path Planning** has been accepted in IEEE CEC 2015.
○ IEEE CEC is one of the leading conference in the field of evolutionary computation.
- Since 2013.09 **Gesture Control System based on Color Recognition**, Person in Charge, Nanjing.
○ Improve the recognition rate of the human natural gestures using color detection and implement it.
○ Responsible for implementation and optimization of the recognition algorithm and the experiments.

Competition Awards

- 2014.11.15 **HackShanghai**, Second Place, Person in Charge, Shanghai.
○ HackShanghai is a 24-hour programming marathon for the top college hackers in China.
○ Finish developing our project **Chrome Theatre** to help people improve their experience when watching network videos using a pair of chrome extension and mobile app.
○ Responsible for innovation design, development and an impromptu speech for the products in English.