PEI-YING (PAUL) HSIEH

OBJECTIVE

Obtain a software engineering full-time position that will increase my skill set and knowledge while building industry connections.

EDUCATION

University of California, Los Angeles

B.S. in Computer Science

GPA: 3.46

September/2008 – Present
Expected Graduation: June 2012

Relevant Coursework

Computer Network Fundamentals Web Applications Software Engineering
Object Oriented Programming Database Systems Algorithms and Complexity

SKILLS

Computer Programming

- Strong C, C++ and Java
- Studied JavaScript Node.js Python MySQL HTML CSS XML PHP
- Work in Linux environment (Ubuntu)

EXPERIENCE

TigerText—Software Engineering Intern

March/2011 - September/2011

- Worked on a whiteboard application
- Created internal web application for customer service administrators to change and update client information
- Used Node.js, JQuery, Jade, Express, and Redis.

UCLA—Computing Technology Research Lab Assistant

September/2009 - March/2011

- Documented and backed up the database with the use of PuTTY and Track-It
- Configured and set up servers and network connections in their server rooms

ACI Institute—Computer Assistant

February/2007 – September/2008

• Provided technical support, including fixing computer and printer malfunctions

PROJECTS

Ebay Simulation

- Transformed a snapshot of Ebay data in XML to a MySQL database
- Implemented keyword search using Lucene indexes
- Included Google map with JavaScript

Twitter Proxy Herd in Twisted Framework

- Created a server proxy herd model to simulate the LAMP platform
- Used Twitter API to retrieve tweets given a geocode and forward the tweets to the herd

Socket Programming in C

- Built a reliable transfer protocol on top of UDP
- Implemented Go-Back-N protocol with checksum and timeout to handle corrupted and lost packets

Operating System Projects with C

- Unix shell Implemented a simple shell program that can use pipe, redirection, and more
- RAM disk Wrote a RAM disk with read and write locking feature to avoid race conditions
- File system Programmed a file system that reads and writes files in a hierarchical directory structure
- **Peer-to-peer** Developed a peer-to-peer client that registers files with the tracker, asks tracker which clients have desired file, and requests file from a different client