TAO LIN

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EDUCATION

Zhejiang University

Oct. 2012 - Present

B.Eng. in Computer Science and Technology

Exchange Student for Final Year Project

Hangzhou, China

Overall GPA: 3.96 / 4.00 (92.45 / 100)The third year GPA: 4.00 / 4.00 (94.43 / 100)

Rank: 1st in Qizhen Honors Class, Chu Kochen Honors College (Top 2%)

Hong Kong University of Science and Technology (HKUST)

Sept. 2015 - Feb. 2016

Hong Kong

PUBLICATIONS

Mobility Viewer: A Eulerian Approach for Studying Urban Crowd Flow

Yuxin Ma, Tao Lin, Zhendong Cao, Chen Li, Wei Chen

IEEE Transactions on Intelligent Transportation Systems. Accepted, 2015. [PDF] [Video]

TieVis: Visual Analytics of Evolution of Interpersonal Ties

Tao Lin, Fangzhou Guo, Yingcai Wu, Wei Chen, Biao Zhu, Sidong Wang, Huamin Qu

IDAVis 2016: Workshop on Intelligent Data Analytics and Visualization. Submitted. [PDF] [Video] [Code]

EXPERIENCE

Visual Analytics Group, State Key Lab of CAD&CG

June 2013 - Aug. 2015

Research Assistant

Zhejiang University, China

Research Advisor: Professor Wei Chen [Homepage]

- · Administrated a computer cluster with 20 nodes for more than one year.
- · Processed large-scale data on the group's cluster with Hadoop and Spark for more than one year.
- · Project Mobility Viewer A visual analytics system supporting situation-aware understanding and visual reasoning of human mobility. [PDF][Video] Core Team Member
 - · Preprocessed tera-scale data on the cluster with Spark.
 - · Designed a distributed algorithm to detect and eliminate ping-pong effects.
 - · Designed and implemented the Flow Volume Analysis Subsystem.
 - · Technique: MapReduce, Hadoop, Spark, Python, JavaScript (D3, WebGL), OpenSteetMap.
- · Project TieVis A visual analytics framework and system that enables interactive analysis and exploration of the dynamic changes of interpersonal ties. [PDF] [Video] [Code] Project Leader
 - · Preprocessed the data with Python (Extract, Aggregate, PCA and MDS).
 - · Designed and implemented the whole TieVis System.
 - · Technique: Python(NumPy, SciPy, scikit-learn), JavaScript.

Multimedia Technology Research Center

Sept. 2015 - Feb. 2016

Visiting Intern

Supervisor: Professor S.-H. Gary Chan [Homepage]

HKUST, Hong Kong

- · Worked with a team that has been developing Streamphony, a next-generation streaming cloud for large-scale high bit-rate applications over the global Internet; helped turn research results into a practical system for commercial trials
- · Implemented the forward error correction (FEC) module with Reed-Solomon codes.
- · Improved the quality and robustness of the video stream.
- · Currently developing a data analysis system for the proxy records with HBase.
- · Technique: C++ (STL, Boost (asynchronous, memory pool and smart pointer)), lock-free programming, code review, unit testing (Google Test, Google Mock), Hadoop (HBase).

HONORS AND AWARDS

2015 Google Excellence Scholarship One of 58 bachelor and master's students in Mainland China Google Inc. 2014 - 2015 National Scholarship Top 1% students Ministry of Education, China 2013 - 2014, 2014 - 2015 First-Class Scholarship for Outstanding Students Zhejiang University Top 3% students Honorable Mention, Interdisciplinary Contest in Modeling 2015 Second Prize, Zhejiang University Programming Contest 2014 Third Prize, ACM-ICPC China Zhejiang Provincial Programming Contest 2014

SELECTED PROJECTS

MiniSQL Database Management System

Sept. 2014 - Nov. 2014 Course Project

Team Leader

- · Designed and implemented a DBMS, which can create/delete/query tables/indexes/records by interpreting SQL.
- · Modules: Interpreter, API, Catalog Manager, Record Manager, Index Manager, Buffer Manager.
- · Technique: C++, Parser, Cache Replacement (LRU), B+ Tree.

Visual Analysis of Library Data

Apr. 2014 - May 2015

Team Leader [Video] [Code]

Student Research Training Program

- · Promoted library users' decision-making by interacting with real records.
- · Designed and implemented a visual analysis system.
- · Technique: JavaScript (D3, Bootstrap, ECharts and jQuery), Python (Django), Oracle Database.

Precomputed Shadow Fields for Dynamic Scenes

Mar. 2015 - July 2015

Independent [Code]

Course Project

- · Implemented a system for rendering dynamic soft shadows based on the methodology outlined in a paper from SIGGRAPH 2005.
- · Course: Advances in Computer Graphics, Score: 94/100, Instructor: Kun Zhou.
- · Technique: C++ (DirectX), HLSL, precomputed radius transfer, spherical harmonics.

A 3-D Auto-Stereoscopic Front Projection System

July 2014 - May 2015

Team Member [Video]

Challenge Cup Competition

- · Worked with a team of optical engineering students to achieve glasses-free 3D by using 60 projectors.
- \cdot Derived the core mathematical formulas by light field reconstruction principles.
- · Implemented the prototype with OpenGL.

TECHNICAL STRENGTHS

Computer Languages

Libraries & Frameworks

C/C++, JavaScript, Python, Java, MATLAB, Verilog

Visualization (D3, ECharts)

C++ unit testing (Google Test, Google Mock)

Computer graphics & vision (OpenGL, DirectX, WebGL, OpenCV)

Tools

Data science (Hadoop, Spark, Hive, HBase, MySQL)

Software engineering (Unix Command, Makefile, Git, Phabricator)