Chen Mo

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EDUCATION

Carnegie Mellon University **Pittsburgh, PA**
- M.S. in Information Technology – Mobility — Expected Graduation: May 2021
- Selected coursework: Computer Systems, Networks, Security, Mobile Development, Web Development

University of California, Irvine **Irvine, CA**
- B.S. in Computer Science, Major GPA: 3.7 — Graduation Date: Mar. 2019
- Selected coursework: iOS Development, Machine Learning, Data Mining, Applied Probability and Statistics, Databases

EXPERIENCE

Software Engineering Intern – Data Engineering **May 2019 – Jul. 2019**
Xiaomi **Beijing, China**
- Built programs to process and analyze user activity data for 240+ million monthly active Xiaomi smartphone users, such as application usage data, user behavior data and advertisement exposure data
- Utilized user profiles and activities to create algorithms that generate advertising targets for Xiaomi app store publishers
- Collaborated with the advertising and business department to fit advertisement deploying schedules
- Increased the advertisement view/click rates by up to 15% for several big-name applications
- Used various Big Data technologies/tools such as Spark, Hadoop, SQL and Hive. Code written mainly in Scala

Lab Tutor **Mar. 2016 – Jun. 2018**
School of Information and Computer Sciences, UC Irvine **Irvine, CA**
- Worked alongside teaching assistants to teach students course materials and to help them understand lab assignments
- Taught three different levels of Python programming courses in 5 separate courses with 40+ students per course
- Designed materials and taught students programming/debugging skills face to face
- Received approval ratings above 93% in student evaluations for each course

PROJECTS

Quizhub (www.realquizhub.com) – Web Application **Spring 2020**
- A game-based web application inspired by Kahoot that enables users to create interactive, competitive real-time quizzes for other users to join and play
- Constructed the frontend with React and the backend with Express. Utilized socket.io
Utilized MongoDB Atlas to
- Deployed the application on Heroku.

iHere – Native iOS Application **Winter 2019**
- Designed and developed a native Swift application that helps instructors to create lectures and manage attendance using device location proximity and passcode
- Provided different versions for both student and instructor accounts. Used Auto Layout to support all iOS devices
- Implemented the backend with Heroku and Parse. Utilized MapKit, UIKit and several other Cocoapods packages
- Selected as the Best MapKit Implementation and the Best Utility App among all applications in the course

Menu++ – Mobile Web Application **Winter 2018**
- Created a mobile web application that recommends dining hall meals to UCI students according to their diet
- Wrote Python scrappers to update dining hall menu and nutrition information daily
- Implemented the backend API with Python and Heroku, and the database with Firebase

AWARDS

Summer Research Fellowship at School of Engineering, UC Irvine **Jun. 2018**
Project: Smart Electric Vehicle Charging System
- Investigated the importance of a centralized electric vehicle charging control system that minimizes CO_2 emissions and reduces power grid stress. Created a demonstration system using Python and MongoDB to test the use cases
- Presented the results as the team speaker at the 2018 UCI Summer Research Symposium

SKILLS

- Python, Swift, Scala, Java, C, C++, SQL, MATLAB
- Git, Xcode, IntelliJ IDEA, Eclipse, Visual Studio, MATLAB, Android Studio

- Spark, Hadoop, Hive, Heroku, Parse, PyTorch, NumPy, SQLite, MySQL