

# Lingke Meng(Coco)

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## EDUCATION

### Jilin University of Finance and Economics

Sep 2016-Jun 2020

Bachelor of Science Major: Computer Science and Information Engineering(Financial Information)  
GPA: 3.7/4.0

### University of Southern California

Jan 2022-Dec 2023(expected)

Major: Computer Science(CS general)

## SKILLS

- Language: Java, C/C++, Python, JavaScript, Typescript, HTML5/CSS3, SQL
- Framework: Spring Boot, ReactJS, Angular, Django, Flask, NodeJS, Jest, Bootstrap, React Native, Express, Vue
- Tool: OpenGL, Redis, Git, Matlab, Mysql, Sqlite, Unity.

## WORK EXPERIENCE

### Nanjing Fujitsu Nanda Software Technology Co., Ltd. Xuzhou Branch

*Software Testing Engineer* internship

Oct 2020-May 2021

- Analyze Linux logs, deploy server, connect **MYSQL** databases and process data, reproduce the abnormal data scenarios for analysis
- Execute Python+Appium-App automated testing, JMeter Performance testing, Python+Selenium Web automated testing, Python+requests interface automated testing, Postman Interface Function testing

### Horizon Network Technology Co., Ltd.

*software engineer internship*

Jun 2021- Nov 2021

- Designed responsive **REST APIs** with **Spring Boot** and tested it in **Postman**.
- Designed and implemented the Proxy Server purchase service UI with **Vue.js**, **axios** and **ElementUI** Components, did Unit test with **Jest**.

## PROJECT EXPERIENCE

### *The University of Chicago Machine Learning Program*

*Aug 2020-Oct 2020*

Research Program, Supervisor: Dr. Nick Feamster, The University of Chicago

- Created a network intrusion binary classifier using machine learning methods including Random Forest, Gradient Boosted Trees, Deep Neural Network to identify malicious network traffic based on CIC-IDS 2018 Dataset.

- Performed data preprocessing and feature engineering to select the most important correlative features

### *Online Bookstore System Based on Spring Boot*

*Dec 2019-May 2020*

- Conducted back-end design, coding, testing and other work via the Spring Boot Framework and developed the front end in Hubilder X, with Vue framework used for the user interface
- Implementing book information searching and filtering, Impelmenting Hash encryption algorithm for user registration and management, purchases, and related book recommendations achieved by Cosine Similarity algorithm

### *Web Application for Yelp Business Information Search*

*Oct 2022 - Nov 2022*

<https://hw8-frontend-368300.uw.r.appspot.com>

- Designed yelp business info **Restful API** by using **NodeJS**, **Express** and **Axios**, deployed it to the **GCP App engine**.
- Achevied highly responsive and interactive UI with **Angular.js**, **Angular Bootstrap** and **TypeScript**.
- Stored user info and reservation data to **GCP Cloud Storage** and cache it with **Redis**.
- Autocompleted the keyword business search with **Angular Material Autocomplete** autodetected the location by **HTTP request** to the **Google Maps Geocoding API**.

### *Yelp Business Search IOS App*

*Nov 2022 - Dec 2022*

- An IOS mobile version of yelp business using **Swift** language for Model-View-Controller design pattern.
- Builded good-looking and highly responsive UI with third-party libraries like **ALamofire**, **Kingfisher**, **SwiftJSON**. Acquired the location information through **Google Maps Geocoding API** and displayed it by **Mapview with SwiftUI**.
- saved the user reservation information to local storage with **UserDefaults**.

### *Color Doodle Jump game*

*Sep. 2022 -Dec. 2022*

- Designed the doodle jump game based on color matching by **C#** and **Unity** with more than 1k plays and views.
- Implemented more than 10 game mechanisms and 20 game levels and worked with designer to publish it to unity online.