

孙子平

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求职意向: 编译器/编程语言 > 系统/后端 > 数据分析 > 前端

教育和奖学金

清华大学 软件工程专业本科生 2015.9 - 2020.7
GPA 3.67, 排名 20/83。获得过清华之友-光华奖学金和清华之友-金立 ELIFE 三等奖学金
清华大学 软件工程专业工学硕士 2020.9 - 2023.7
导师为周旻副研究员, 从事静态分析方向, 主要研究值流图上的缺陷路径可达性分析

技能

编程语言	热爱 Rust, 能熟练运用 C/C++、Java、Python、TypeScript、Haskell、Verilog 等等
机器学习	能熟练运用 NumPy、Pandas 和 PyTorch 等科学计算库、以及 Scrapy 等爬虫框架
Web 前后端	掌握 Vue、React, 能使用 Koa、Tornado、tokio 等搭建后端, 会使用一些 SQL 和 NoSQL
团队协作	几乎所有团队项目的组长, 有较强的协调能力, 熟练部署 CI 并运用看板, 善于维护文档
其他	ArchLinux 用户, 混迹 Geek 社团, 爱好打磨代码, 外向友善, 理想是编写优秀代码分析工具

社工和实习经历

软件学院学生科协 技术部部长 2016.11 - 2018.1
开发了投票、微信弹幕、抽奖等系统, 并培训部员
微软 STCA 深度学习用于代码检索 2019.7 - 2019.7
复现了 CODEnn 模型, 重构了数据处理的代码
其他: Pony.ai 改进测车软件 旷视 参与张量优化算法 泛联新安 编写代码分析

项目

机器学习

THUCourseSpider: 全自动刷课脚本; 爬取并手动标注数据集后, 用 RNN 使验证码识别准确率达到 95%
其他: 二次元头像生成; 用 C++、多线程和 SIMD 实现 MLP; 参与龙明盛老师迁移学习库的编写

Web 前后端

YAWeChatTicket: 借助微信发布活动、抢票、检票的系统, RBAC, RESTful, PWA, 代码破万
其他: 搭配用户信息爬虫的微信墙、抽奖和弹幕系统; 实时投票系统; 设计并实现简易联盟链

游戏

Qt-PlantsVsZombies: 用 Qt 编写的高仿真植物大战僵尸游戏, B 站 BV1ub4y1v7MF
其他: 体感游戏; 横版物理跑酷游戏; 联网井字棋和联网贪吃蛇; 躲避类 HTML5 小游戏; 扫雷外挂

算法及底层系统

zhihu-search-engine: 手写动态数组、链表、哈希表及容错快速的 HTML 解析器, 使用倒排索引检索网页
ftp-server: 基于 epoll 的非阻塞 IO, 可通过 CLI 管理用户, 基于 bcrypt 的密码检查, 双栈, 信号处理
ray-tracing: 多线程和 AoSoA SIMD 的光线追踪, 借助泛型切换 SIMD 指令集, 导出 Python FFI
SoundMessage/Localization: OFDM+QPSK 调制声波传输信息, 采用 FMCW 定位, 提供 Android APP
其他: 实现 RSA; 汇编画图; 小型数据库; 函数式解释器; 我的静态分析工具 (开发中)

科研经历

Cao, Z., Sun, Z., et al. (2018, October) Deep Priority Hashing. In *the 26th ACM MM*
Sun, Z., Zhou, M. (Submitted for publication) Fast and Incremental Algorithm for Dominator Tree

ZIPING SUN

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Job intention: Compiler/Programming Language > System/Backend > Data Analysis > Frontend

EDUCATION

Tsinghua University *BS in Software Engineering* 2015.9 - 2020.7
GPA 3.67 rank 20/83

Tsinghua University *MSc in Software Engineering in Progress* 2020.9 - 2023.7
Directed by Min Zhou, engaged in *Static Program Analysis*, especially Value Flow Graphs

TECHNIQUES

Programming Languages	Rust, C/C++, Java, Python, TypeScript, Haskell, Verilog etc.
Machine Learning	NumPy, Pandas, PyTorch; Crawling with Scrapy
Web	Vue, React; Koa, Tornado, tokio etc.; various SQLs and NoSQLs
Team Work	Leading nearly all team projects; Good at CI, Agile, Documentations
Others	ArchLinux, TUNA member, perfectionist; devoted in code analysis

INTERNSHIPS

Association for Science and Technology *Minister of Technique Department* 2016.11 - 2018.1
Voting System, WeChat Danmaku, Luck Draw System, training other members

Microsoft STCA *Code search using deep learning* 2019.7 - 2019.7
Implementing CODenn, refactoring data processing

Others: **Pony.ai** *Improving tests* **Megvii** *Optimizing tensor operations* **ValiantSec** *code analysis*

PROJECTS

Machine Learning

THUCourseSpider: Automatic course crawler; over 95% CAPTCHA recognition accuracy with RNN

Others: Anime avatar generation; MLP with multi-thread and SIMD; Transfer learning library

Web Frontend & Backend

YAWeChatTicket: Ticket system on WeChat; RBAC; RESTful; PWA; over 10 thousand LOC

Others: WeWall, Danmaku; Real-time voting system; Lite consortium blockchain

Games

Qt-PlantsVsZombies: Fake Plants vs Zombies with Qt, available on Bilibili BV1ub4y1v7MF

Others: Motion sensing game; Side-scrolling parkour game; Online Tic-tac-toe and Snake; HTML5 game; Mine sweeper cheating

Algorithms & Low-Level Systems

zhihu-search-engine: Implementing vector, list, hash map and a fast HTML parser; full-text search

ftp-server: non-blocking IO base on epoll; user management; bcrypt password encryption; dual stack

ray-tracing: Multi-threading and generic AoSoa SIMD ray tracing; Python FFI

SoundMessage/Localization: OFDM+QPSK sound modulation; Locating with FMCW; On Android

Others: Implementing RSA; Assembly mspaint; Lite database; Functional interpreter; My static analysis toolkit (WIP)

PUBLICATIONS

Cao, Z., Sun, Z., et al. (2018, October) Deep Priority Hashing. In *the 26th ACM MM*

Sun, Z., Zhou, M. (Submitted for publication) Fast and Incremental Algorithm for Dominator Tree