

EDUCATION

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| • Colorado School of Mines | Golden, CO, USA | 2016 – Present |
| Ph.D. in Computer Science (Cybersecurity) | GPA: 4.0 | Expected Graduation: Summer 2021 |
| • Ocean University of China | Qingdao, China | 2013 – 2016 |
| Master's in Computer Science (Cybersecurity) | GPA: 3.7 | |

EXPERIENCE

Cybersecurity Research Assistant	Colorado School of Mines	2016 – Present
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Characterizing Security and Privacy Practices of News Websites

- Characterized news websites across the world from the views of insecure inclusion and insufficient protection.

A Measurement Study of Web Tracking on Mobile and Desktop Environments (Accepted at PETS 2020)

- Built a web tracking measurement framework that works on both mobile and desktop environments.
- Conducted the first in-depth comparison on web tracking between 23K mobile and desktop websites.

Effective Mobile Web User Fingerprinting via Motion Sensors (Accepted at IEEE TrustCom 2018)

- Trained effective machine learning model by applying SVM for user fingerprinting.
- Proposed a classifier unification mechanism that improved the fingerprinting accuracy over 25%.
- Achieved around 90% accuracy on fingerprinting user identity with motion sensor data.

Data Science Intern	Appen	Feb. 2020 – May 2020
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Deep Learning based Web Security and Privacy Enhancement Project

- Ongoing project that aims to protect users' security and privacy using cutting-edge graph neural networks.

Cybersecurity Intern	Accenture Research Lab	Jan. 2019 – May 2019
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Web Application Debloating and Automated Content Security Policy Implementation

- Proposed and implemented a function-level JavaScript code debloating approach using the Babel compiler.
- Investigated CSP deployment on top 1M sites and built a web server proxy for automated CSP Implementation.

Cybersecurity Research Assistant	Ocean University of China	2013 – 2016
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Network Troubleshooting in Software Defined Network

- Proposed a novel network troubleshooting approach by leveraging powerful controller of SDN.
- Filled out reserved field of TCP packet and modified controller to trace all packets.
- Implemented and evaluated the approach, the results verified the effectiveness.
- Was granted M.S. degree with a thesis on this approach.

High Performance Packet Generator

- Modified Linux kernel to fully utilize network adapter to generate and send packet in an automatic manner.
- With a Gigabit network adapter, over 950 Mb packets can be generated and sent per second.
- This generator was used to spike huge number of packets to facilitate a following DDoS project.

Campus Restaurant Management Services Platform

- Led, designed and developed the first food service O2O platform on campus and obtained software copyright.

LANGUAGES AND TECHNOLOGIES

Mobile / Front-end:	JavaScript, Browser Extension, REST API, HTML, Android, CSS, Bootstrap
Back-end:	Java, Python, Node.JS, ML/DL, AWS, C/C++, Apache Server, SQL, MongoDB, Git

AWARDS

First Place & Scholarship , Tyler Technologies Virtual Coding Competition	Nov. 2020
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- Developed a decision-based AI using JavaScript that plays the board game against other teams' AIs.
- Won the grand finale and scholarship by beating all other teams from our and other universities.

First Place , Mines Programming Contest	Jan. 2017
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- Won the first place by solving most algorithm problems in 4 hours and beating all other teams.

First Place , CS@Mines JavaScript Hackathon	Nov. 2016
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- Designed and built an Airplane Shooting Game using a new JavaScript game engine and voted as the best game.