

EDUCATIONS

- **University of Wisconsin-Madison** Madison, US
Ph.D. in Computer Science Sept 2021 - Present
- **University of Minnesota** Minneapolis, US
Master of Science in Computer Science (GPA: 3.926/4.0) Sept 2019 - Jun 2021
- **Fudan University** Shanghai, China
B.S of Theoretical and Applied Mechanics, Top 20% ; Minor in Data Science Sept 2014 - Jul 2019

PUBLICATIONS

- **CAS: An Edge-Centric Networking Architecture for Disaggregated Storage** In submission
Chendong Wang, Ming Liu
- **Habitus: Boosting Mobile Immersive Content Delivery through Full-body Pose Tracking and Multipath Networking** NSDI 2024
Anlan Zhang, Chendong Wang, Yumin Hu, Ahmad Hassan, Zejun Zhang, Bo Han, Feng Qian, Shichang Xu.
- **YuZu: Super-resolution Enhanced Volumetric Video Streaming** NSDI 2022
Anlan Zhang, Chendong Wang, Bo Han, Feng Qian.
- **Efficient Volumetric Video Streaming Through Super Resolution** Hotmobile 2021
Anlan Zhang, Chendong Wang, Bo Han, Feng Qian.
- **Mobile Volumetric Video Streaming Enhanced by Super Resolution** MobiSys 2020 Poster
Anlan Zhang, Chendong Wang, Xing Liu, Bo Han, Feng Qian.
- **Firefly: Untethered Multi-user VR for Commodity Mobile Devices** USENIX ATC 2020
Xing Liu, Christina Vlachou, Feng Qian, Chendong Wang, and Kyu-Han Kim.

INTERNSHIPS

- **Microsoft Research Asia (MSRA)** Shanghai
Research Intern, Mentor: Prof. Lili Qiu 5/2023 - 08/2023
 - Enhanced the performance of volumetric video streaming by applying an inference speeding up technique called LUT. Provided a frame rate speed up by over **10X**.
 - Surveyed the existing upsampling approach for 3D point clouds and drafted a conference paper for submission.
- **Hewlett-Packard Company (HP)** Shanghai
R&D Intern 10/2018 - 05/2019
 - Implemented a framework that transfer the text to voice data by adopting WaveRNN
 - Researched on an NLP algorithms with capability of deduction

RESEARCH EXPERIENCE

- **Efficient Volumetric Video Streaming Through Super Resolution** Minneapolis, US
University of Minnesota - Advisor: Professor Feng Qian 09/2019 - Present
 - Co-Developed a point cloud video streaming system, that leverages super-resolution method to reduce the bandwidth while maintaining visual quality
 - Adopted numerous optimization methods to ensure the streaming frame rate at 30 fps
- **Untethered Multi-user VR for commodity Mobile Devices** Minneapolis, US
University of Minnesota - Advisor: Professor Feng Qian 12/2019 - 02/2020
 - Co-Developed and conducted the VR experiments on Android platform
 - Co-Designed the metrics and compared the results with baselines
- **Application of Reinforcement Learning in Congestion Control** Shanghai
Fudan University - Advisor: Professor Yuedong Xu 06/2018 - 05/2019

- Reproduced the result of Remy, a learning-based congestion control algorithm, as the baseline
- Worked on designing a DRL method to produce better congestion control results

- **Developing a Traffic Flow Prediction Method Based on LSTM**

Shanghai

Fudan University (Undergraduate Thesis) - Advisor: Professor Mingmin Guo

03/2019 - 05/2019

- Modeled the basic traffic flow problem and collected dataset with video and simulation
- Developed an LSTM model that can help the decision of Automated Vehicle based on surrounding traffic flow

- **Developing a Data Visualization Program Based on VR Platform**

Columbus, US

Ohio State University - Advisor: Professor Chen Jian

07/2018 - 10/2018

- Implemented a visualization system for scientific data in VR environment to support quantum physics research
- Developed several algorithms to improve the visual effect of the data with high density

HONORS & AWARDS

- **Third prize, China Undergraduate Mathematical Contest in Modeling 2017**
- **Third prize, Elite Experiment Scholarship 2017, 2018**

TECHNICAL SKILLS

- **Programming** Python, C, C++, Matlab
- **Math Skills** Probability & Statistics, Pattern Recognition & Machine Learning, Measure Theory, Discrete Mathematics