

# Xukan Ran

<http://ran5515.github.io>

Email : [xukan.ran@email.ucr.edu](mailto:xukan.ran@email.ucr.edu)

Mobile : 951-405-9866

## EDUCATION

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- **University of California, Riverside** Riverside, CA  
*PhD student of Computer Science; GPA: 3.96* *Sept. 2016 – Present*
- **Xidian University** Xi'An, China  
*Bachelor of Network Engineering; GPA: 3.8* *Aug. 2011 – July. 2015*

## EXPERIENCE

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- **University of California, Riverside** Riverside, CA  
*Research and Teaching Assistant* *Sept. 2016 - Present*
  - **Time-series analysis on BGP updates:** We used the **route view** data set and data mining technique to analyze possible malbehavior, and we successfully detected the DDos Attack over US on October 21, 2016.
  - **Delivering Deep Learning to Mobile Devices via Offloading:** I developed a distributed framework using Java, PHP, Tensorflow, Yolo and Apache server etc that ties together Android phone with server that allows deep learning on images to be executed locally or to be offloaded. This work is published in ACM SIGCOMM Workshop on VR/AR Network 2017.
  - **DeepDecision: A Mobile Deep Learning Framework:** In addition to previous project, I developed a framework for videos using FFmpeg decoding library where we also optimized the app considering the complex interaction among model accuracy, video quality etc to determine an optimal offload strategy. This work is accepted to IEEE INFOCOM 2018.
- **Ericsson** Shanghai, China  
*Software Engineer Intern* *Apr. 2016 - July 2016*
  - **Web Design and Development:** I designed and developed a intranet website for my team using AngularJS and Docker. This website would list all available docker images and addresses with pretty structure.
- **Zhejiang University** Hangzhou, China  
*Research Assitant* *July 2015 - Mar. 2016*
  - **Reinforcement learning maze exploration for mice robots:** I designed maze and reinforcement learning algorithm using python to train the robots to be aware of the maze structure.
- **Coolpad** Xi'An, China  
*Software Engineer Intern* *Aug 2014 - Apr 2015*
  - **Efficient algorithm design and performance analysis of maze generation in Android app:** I did research on different graph algorithms to generate maze like Kruskal, DFS etc, which would be used as a map in an Android game. I also rendered the Android game and tested its energy cost.

## COURSES AND SKILLS

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Related Courses: Algorithms A+, Machine Learning A-, Data Mining A, Convex Optimization A  
I am Good at Java(for Android), Python(script, machine learning, data mining), C/C++(Algorithm solving, computer vision), I am also familiar with web development(HTML,CSS,JavaScript, AngularJS) and Docker.  
I am extremely interested in machine learning and deep learning, and have completed Andrew Ng's machine learning and deep learning courses in Coursera.

## HONORS AND AWARDS

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- **Dean's Distinguished Fellowship Award:** Awarded by UC Riverside *Sept. 2016*
- **Silver Medal of State Programming Contest:** Using C/C++ to solve algorithm problems *July 2015*
- **National Scholarship:** Rank 1/23, Awarded by China Scholarship Council *Oct. 2014*