Feihong Hsu

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EDUCATION:

University of Illinois at Chicago
Expected graduation in May 2004
Master of Science in Computer Science
GPA: 4.80/5.00

University of Illinois at Urbana-Champaign
Graduated December 2000
Bachelor of Science in Mathematics & Computer Science
GPA: 3.78/4.00

Courses: Software Engineering, Database Systems, User Interface Design, Computer Networks, Object-Oriented Languages & Environments, Computer Architecture, Numerical Methods, Combinatorial Algorithms, Programming Languages & Compilers, Artificial Intelligence

EXPERIENCE:

Teaching Assistant, **Introduction to Programming**, August 2002-December 2003
University of Illinois at Chicago, Computer Science Department
http://logos.cs.uic.edu/102

- Teach up to 30 students in weekly lab sections (C/C++/Java).
- Develop online material, quizzes, lab assignments. Assist in writing exam problems.
- Proposed and implemented new hands-on approach to labs, causing students to become visibly more engaged in the material.
- Designed assignment in which students programmed an image manipulation application which included convolution and distortion filters.

Teaching Assistant, **Computer Literacy**, January 2004-Present
University of Illinois at Chicago, Computer Science Department
http://wiggins.cs.uic.edu/cs100

- Most duties are similar to above.
- Propose course topics and determine direction of the course

Research Assistant, **Team Engineering Collaboratory (TEC)**, May 2000-December 2001
University of Illinois at Urbana-Champaign, Speech Communications Department
http://www.spcomm.uiuc.edu/Projects/TECLAB/

- Continued development of Blanche, a modeling and simulation environment for the study of social networks.
- Managed two undergrad programmers. Maintained project web page and distributions.
- Implemented network metric functions, matching much of the functionality of the UCInet network analysis package.
- Reimplemented core classes using the object-oriented paradigm, increasing maintainability and extensibility. Introduced unit tests to improve quality of code.
- Tools used: Visual C++, Lex & Yacc

Consultant, One-to-One Service.Com, October 1999-December 1999
Champaign, IL
http://www.1to1service.com/
- Assembled presentation for company demo CD using Macromedia Director.

SKILLS:

Languages: C/C++, Java, Python, SQL, Visual Basic, Smalltalk, Lingo
Operating Systems: Windows 9x/2000/XP, UNIX (Solaris, Linux), DOS
Packages: Visual C++, Mathematica, Director, Netbeans, Eclipse
Databases: Oracle8i, Access, MySQL
Web: HTML, XML, RDF, RDQL, SeRQL, XQuery, Jena
Miscellaneous: Jython, SAX, DOM, C++ STL, MFC, wxWindows, Tkinter, Lex & Yacc, Squeak

AWARDS:

Outstanding TA of the Year Award, May 2003

PUBLICATIONS:

Reed, Dale, John, Sam, Aviles, Ryan, and Hsu, Feihong. CFX: Finding Just the Right Examples for CS1. In *ACM Special Interest Group on Computer Science Education* (SIGCSE), Norfolk, Virginia, Mar. 2004.

Cruz, Isabel, Xiao, Huiyong, and Hsu, Feihong. An Ontology-based Framework for XML Semantic Integration. In *International Database Engineering & Applications Symposium* (IDEAS), Coimbra, Portugal, July 2004. (Accepted)

PROJECTS:

RDQL-Front
- Graphical frontend for querying RDF models.
- Load model through URL or file path. Revisit past queries. Quickly evaluate and clear queries using keyboard shortcuts.
- Tools used: Jython, Jena, Swing

Implementation of Weak Line Simplification Algorithm
Course: Database Management Systems, Instructor: Ouri Wolfson
- Prototype implementation of algorithm that reduces the number of points in a path while keeping within a certain error tolerance of the original path. Catch: Reduction does not include points from original path.
- Group project with 2 other grad students.
- Tools used: Visual C++, gnuplot, CPython, Tkinter

PDA Ordering Interface for Japanese Restaurant, Fall 2002
Course: User Interface Design, Instructor: Andrew Johnson
- Design and implement PDA user interface for ordering items at Matsuya, a Japanese restaurant located in downtown Chicago.
- Collaborated with 2 other grad students.
- Presentation, demo, and Q&A for rest of class.
- Tools used: Visual C++, g++, fltk

Abstract Strategy Game, Fall 2002
Course: Software Engineering, Instructor: John Bell.
- Implemented computer version of Focus, a board game which incorporates 3D strategic thinking.

- Collaborated with 3 undergrad students.
- Generated user requirements, system requirements, and other reports.
- Helped group members learn Smalltalk, which was used to implement the game.
- Tools used: Smalltalk, Squeak, Morphic