

Wei Mu

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Education

- NC State University, Raleigh NC, USA*
Ph.D. Candidate in Computer Science 2004.8 — present
- Tsinghua University, Beijing, China PR*
M.S. in Computer Science and Technology 2001.8 — 2004.7
- Tsinghua University, Beijing, China PR*
B.E. in Computer Science and Technology 1997.8 — 2001.7

Project Experience

Automatic Solutions Consultant Tool in Software Group, IBM 2007.5 – 2007.8

My work is to design intelligent software using semantic wiki web-pages as database, automatically generate interviews with customers, so that it can recommend a product solution based on customer's requirement. This work mainly involves semantic network, planning algorithms and rule-based system.

Cognitive Robotics in Knowledge Discovery Laboratory, NCSU 2006.1 - present

Working under "Robot Tool Use" project. My work is to design a computational model for a robot to use variant tools. This work involves lots of research on robotics, human-computer interaction, and cognitive science. The key is to design a representation for robot to acquire and understand symbol meanings.

Knowledge Representation and Simulation Design in Information Sciences Institute, USC 2005.6 – 2005.12

Working under "Human-like Learning" project. The key idea is to demonstrate flexible learning among different domains. My work mainly focused on building a representation to provide conceptual knowledge about a spatial world to the artificial agent. Some other works included designing 3D simulation environments and Image Schema models.

Network Security in Information Security Lab, Tsinghua University 2000 - 2003

During the years of my master degree, I was mainly involved in two research projects in the institute of computer networks, Tsinghua University. The first one was to implement a high-performance elliptic curves cryptography system. The second one was to design a network-based intrusion detection System. Those works involved high performance algorithm design and network protocol analysis.

Automated Pattern Recognition in State Key Laboratory of Intelligent Technology & Systems, Tsinghua Univ. 1998 — 2000

I have developed two systems during the undergraduate study in Tsinghua. The first one called "Table Automated Recognized system", which involved pattern recognition, digital image processing and handwriting recognition. The second one is an "Arrow Shoot Automate Recognize" system by mainly using pattern recognition and digital image processing.

Programming Skills

I've taken systematic and intensively trainings both in programming(C/C++) and algorithm design for more than 10 years, and have industry programming experience in Java as well.

Diversified project experience makes me versed in different area of computer science, like image processing, network and OS programming, etc.

Other programming skills include Pascal, HTML, PHP, MySQL.

Teaching Experience

Teaching Assistant

2004.8 – 2004.12

Computer Science Department, NC State University
"CSC 316 - Data Structures for Computer Scientists"
Reference: Prof. James C. Lester

Teaching Assistant

2005.1 – 2005.5

Computer Science Department, NC State University
"CSC 411 - Introduction to Artificial Intelligence"
Reference: Prof. Dennis R. Bahler

Related Experience

National Training Team for 1997 International Olympiad in Informatics

Systematic and strict training in algorithm and data structure designing
Ended as No. 6 in the national players of China P.R.

Part-time Working Experience

Including system implementations on WAP/SMS gateway, Network game platform in embedded OS, First person shooting Game engineer based on DirectX, etc

Social Activities

- Member of the honor society of Phi Kappa Phi
- Vice President of the Badminton Club of NCSU
- President of the Photography Club of RTP Area