

Hong Yan

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WORK AND INTERNSHIP

- ◇ **Facebook** Software Engineer 2008–present
- ◇ **Google** Summer Intern 2006
- ◇ **IBM Research** Summer Intern 2005
- ◇ **comanage.net** Software Engineer 2001–2004

EDUCATION

- ◇ **Carnegie Mellon University**
Ph.D. in Computer Science
GPA: 4.0 / 4.0
- ◇ **Tsinghua University, China**
B.S. in Computer Science
Graduation with Distinction
GPA ranking 1st out of 150+ Computer Science students of the year
GRE Subject Test in Computer Science: 900 (99% below)

RECENT AWARDS

- ◇ Grand Prize Winner of DRW Algorithmic Trading Competition

TEACHING EXPERIENCE

- ◇ Principles of Programming (Fall 2004), Computer Networks (Spring 2007)
Teaching Assistant, Carnegie Mellon University

RESEARCH INTERESTS

I'm generally interested in building and analyzing networked systems. My PhD work is centered on designing new network control planes to achieve more sophisticated goals with simpler protocols. In the past, I worked on extracting high-level views from systems by monitoring and interpreting system runtime events.

SELECTED PUBLICATIONS

Hong Yan, David A. Maltz, T. S. Eugene Ng, Hemant Gogineni, Hui Zhang, and Zheng Cai. “Tesseract: A 4D Network Control Plane”, 4th USENIX Symposium on Networked Systems Design & Implementation (NSDI'07), Cambridge, MA, April 2007.

Hong Yan, David Garlan, Bradley Schmerl, Jonathan Aldrich, and Rick Kazman. “DiscoTect: A System for Discovering Architectures from Running Systems”, Proceedings of the 26th International Conference on Software Engineering (ICSE'04), May 2004.