

Zihe Song

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Education

- The University of Texas at Dallas** 2020 - Present
- ✧ Ph. D. Computer Science
 - ✧ Interested areas: software testing, game testing
- The University of Texas at Dallas** 2018 - 2020
- ✧ M. S. Computer Science
 - ✧ GPA: 3.97/4.00
- University of Electronic Science and Technology of China** 2014 - 2018
- ✧ B. E. Communication Engineering
 - ✧ GPA: 3.30/4.00

Publications

- An Empirical Analysis of UI-based Flaky Tests**, *A. Romano, Z. Song, S. Grandhi, W. Yang, W. Wang*
Accepted by 43rd International Conference on Software Engineering (**ICSE'21**)
- An Automated Framework for Gaming Platform to Test Multiple Games**, *Z. Song*
Accepted by 42nd International Conference on Software Engineering ACM Student Research Competition (**ICSE'20 SRC**)

Projects

- Automated Testing Framework for video games** 2020 - 2021
- ✧ Designing an automated testing framework for video games.
- Provable Adversarial Example Detection for Zero-day Threats** 2020
- ✧ Designing a framework for adversarial example detection.
 - ✧ Could provide different level guarantees for different types of attacks.
- Analysis of Compatibility Issues of Industrial Mobile Games** 2020
- ✧ Performing an empirical study of compatibility issues in different types of mobile games.
- Analysis of Multi-Mode Mobile Bugs** 2020
- ✧ Performing an empirical study to multi-mode bugs on mobile apps.
- Automated Testing for Mini games** 2019 - 2020
- ✧ Designing an automated testing tool for mini-games from different engines.
 - ✧ Using neuroevolutionary, computer vision algorithms to build the model.
- Santander Customer Transaction Prediction** 2019
- ✧ Creating binary classification models based on Light GBM, GNB and SVM algorithms to predict whether the customer will make a transaction with Santander.
 - ✧ The dataset contains 200 numerical features and 200,000 instances, the AUC of the LGBM model was up to 0.90.
- Smart Assisted Guidance System for Cultivation of Pepper** 2018
- ✧ Creating a system to predict the risk level of diseases and pests on pepper-plant based on meteorological information using machine learning and data mining techniques.
 - ✧ The final accuracy of the model was up to 85%.

Skills & Interests

Programming Languages: C, Python, Java, SQL

Interests: Watching movies, Playing video games, cooking, skiing, etc.