NAN CHENG

Phd Student

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🐙 https://github.com/nann-cheng

WORK EXPERIENCE

Game Client Engineer

Shanghai Joywhale Technology Co., Ltd

📅 March 2014 – November 2015   📍 Shanghai, China

- 2D mobile game developing (framework/features construction and optimization).

Technical Support Engineer

Shanghai Putao Technology Co., Ltd

📅 December 2015 – May 2017   📍 Shanghai, China

- 2D mobile game Developing, and back-end technical support.

Technical Manager

Shanghai Votance Intelligent Technology Co., Ltd.

📅 December 2017 – July 2018   📍 Shanghai, China

- Team building & management in technical aspect.

PUBLICATION

- Efficient Three-party Boolean-to-Arithmetic Share Conversion [PST 2023]
- Constant-Round Private Decision Tree Evaluation for Secret Shared Data [PoPETS 2024]
- Nomadic: Normalising Maliciously-Secure Distance with Cosine Similarity for Two-Party Biometric Authentication [AsiaCCS 2024]
- Efficient Two-Party Secure Aggregation via Incremental Distributed Point Function [IEEE Euro S&P 2024]

RESEARCH INTERESTS

- Privacy-preserving Computing
- Applied Cryptography
- Cryptographic algorithms and Engineerring optimization

EDUCATION

Doctoral student

University of St. Gallen

📍 St. Gallen, Switzerland

📅 October 2021 – Present

Software Engineering, M.S.E

Fudan University 📍 Shanghai, China

📅 September 2018 – July 2021

Computer science and technology, B.E.

Jiangxi Agricultural University

📍 NanChang, China

📅 September 2008 – July 2012

AWARDS

- Second place in the 2019 National Cryptographic Algorithm Competition.

SKILLS

C++   Python   Lua   Rust   Java