|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Resume (short) | | | | |
| **Yongjing ZHANG, Ph.D.**  Project Leader, Standard Research, Carrier Software BU, Huawei Technologies Co., Ltd.  E-mail: zhangyongjing@huawei.com; Mobile: +86 15305155155 | | | | |
| Standards Experience | | | | |
| 2012-Current | | Chair, WG5 Management, Abstraction & Semantics, oneM2M | |  |
| 2011-2012 | | Chair, WG5 Management, ETSI TC M2M | |  |
| 2012-Current | | Delegate, TC10 Ubiquitous Technical Committee, CCSA | |  |
| 2008-2009 | | Research support and delegate, Converged IP Messaging, OMA | |  |
|  | | | | |
| Professional Experience | | | | |
| Current | | **Huawei Technologies Co., Ltd.** | *Nanjing, China* | |
| Senior Project Leader  * Global M2M Standardization and Strategy Planning * Technical Research on M2M and Carrier Service Capabilities * Prototyping of M2M Service Capability Middleware and Applications * Architecture Interworking with M2M Area Network Technologies and Constrained Environments * Standard Research Management and Coordination on Carrier Services and NFV. | | | | |
| Research Engineer  * Standardization and Research on Service Layer Enablement Technologies including M2M, SIP/IMS, Converged IP Messaging, Device Management, Personal Network, Rich Communication, etc. | | | | |
| Education | | | | |
| 1998-2007 | **Beijing Univ. of Posts & Telecommunications (BUPT)** | | *Beijing, China* | |
| Ph.D. - Circuit & System  * B3G Radio Resource Management * Heterogeneous Network Interworking (3GPP-WLAN) * Software Defined Radio and Reconfiguration (EU FP6 E2R) * Ultra Wide Band Radio & Antenna Simulation * Hardware Design and Embedded Programming | | | | |
| Bachelor - Telecommunications Engineering  * Signal Processing, Communication Principle, etc. | | | | |
| 2004-2005 | **Microsoft Research Asia** | | *Beijing, China* | |
| Internship  * Heterogeneous Radio Technologies Interference & Co-existence * Power Control for Heterogeneous UWB Systems | | | | |
| References | | | | |
| References are available upon request. | | | | |