Tao Feng

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EDUCATION

New York University Feb 2013—Dec 2014

- Master degree in Computer Science, GPA: 3.5/4.0
- Courses:

Programming Language	Graphics Processing Units (GPUs): Architecture and Programming
Operating Systems	Multicore Processors: Architecture & Programming
Fundamental Algorithms	Financial Computing
Database Systems	Applied Cryptography & Network Security
Social Multiplayer Game	

University of Electronic Science and Technology of China Sep 2011—Dec 2012

- Master degree in Communication & Information Engineering

University of Electronic Science and Technology of China Sep 2007—Jun 2011

- Bachelor degree in Automation Engineering

SKILLS

Programming Language: Java, C, Python, JavaScript, HTML, CSS, jQuery, SQL
GPUs and Multicore processors Parallel Programming
Front-end Web Development
Web-based Social Multiplayer Game Design
Operating System: Linux, Mac OS

EXPERIENCES & PROGRAMMING PROJECTS

Linux Commands Parallelization Aug 2013— Dec 2013

Training Multicore processors programming

- Collaborated with teammates to parallel four Linux commands, which are cp, grep, gzip, wget
- Decomposed the work of these commands into pieces, and put these pieces of work into a queue
- Implemented a thread pool to pull out works from queue and execute them
- Provided a tool to parallelize the execution of one task which is composed of a group of commands

A Microbial Genetic algorithm on GPU Aug 2013— Dec 2013

Training GPUs programming by CUDA and C

- Designed and accomplished a microbial genetic algorithm
- Parallel the GA by using CUDA, and wrote the serial C version of this GA for comparison
- Applied this paralleled GA in a attacks Combination optimization problem in MMORPG

Shark and Fish 10 days in Sep 2013

A simulation of an ocean containing shark and fish by Java

- Designed the simulation of an ocean in which the sharks and fish breed, eat, and die in the ocean
- Proceeded the simulation in timesteps that the contents of any particular cell at the end of a timestep depend only on the contents of that cell and its eight neighbors at the beginning of the timestep
- Stored an Ocean more efficiently by represented it as run-length encoding

RiceRocks Game One week in Jul 2013

Training Python Project

- Implemented a aircraft shooting desktop game that the player drives a spaceship and shoots the rocks to get score
- Game supported Sets, groups of sprites, collisions, sound, sprite animation, ranking by writing in Python

Minion Love Bananas Web-based Game

Training JavaScript, HTML, CSS, jQuery Project Jun 2013—Jul 2013

- Designed a website game to improve users memory and reaction capacity by using JavaScript, jQuery, CSS, HTML
- Completed the game features, such as user login/logout, score record, game hints, share function, ranking

Operating System Course Project Feb 2013—May 2013

Some function of the modern operating system by C language

- Implemented the linker which can link multiple simulant modules
- Implemented several schedule policies: FCFS, Round-Robin with quantum 2, Shortest remaining job first
- Implemented several page replacement policies: FIFO, Second Chance and LRU

Database System Course Project

A small database system by SQL Apr 2013- May 2013

- Produced the Chen Entity-Relationship diagram and Visio diagram for a Theater Reservation System
- Built the Database in Oracle and tested some queries