Chun-Min Chang

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Summary

- 6 years experience of developing **Firefox** browser engine, which is a large-scale open project, in different domains focused on audio
- Lead author of Firefox's cross-platform audio library on macOS platform (CoreAudio) in Rust, which serves millions of user every day
- Improve the audio playback performances: speed up start time and reduce 90% delay
- Experience in multi-threaded programming in C/C++/Rust, async programming in Rust/Javascript
- · Self-directed learner looking to improve myself and see challenges as opportunities to learn

Work Experience

Software Engineer, Mozilla, Portland, OR, U.S.	July, 2018 - Present
 Strengthen stability by migrating Firefox audio library on MacOS from C/C++ t Hunt and solve 10+ data racing issues and memory leaks discovered Boost performance 35 times faster when multiple streams start simultaneous Enlarge test coverage to nearly 100% for the critical code paths 	,
 Enable controlling media playback in Firefox from system UI (W3C Media Sess) Implement transparency support for AVIF image format in Firefox Core code reviewer of the team with multinational members 	sion API) (<u>Link)</u> (<u>Link)</u> (<u>Link</u>)
Software Engineer, Mozilla, Taipei, Taiwan	Oct, 2014 - Jan, 2018
 Eliminate ~90% delays between looping audios Enhance music listening experience by implementing surround sound (Audio 5 various platforms (Windows: WASAPI, macOS: CoreAudio, Linux: PulseAudio) 	
 Design an audio mixer converting audio between any channel layouts Improve daily bug-triage efficiency of system diagnosis by building a tool gath devices information for the bug reports 	(<u>Link</u>)
 Establish a secure mechanism of data transmission (J-PAKE over TLS) between TV and Firefox Android 	en Firefox OS (<u>Link</u>)
 Enable casting webpages to Firefox OS TV from Firefox desktop (W3C Presenting input-methods on Firefox OS phone with the paired physic 	

Education

National Tsing Hua University

Hsinchu, Taiwan

• M.S. in Computer Science

Sep, 2012 - Aug, 2014

- Advisor: Prof. Pai H. Chou (Embedded Platform Lab)
- Thesis: Cooperative Tracking using Encounter Information by Particle Filtering

(<u>Link</u>)

• B.S. in **Computer Science**

- Sep. 2008 June, 2012
- Third Prize, CS project contest for senior students: Remote Controllable Wifi Webcam Car (<u>Link</u>)
- Head of guitar club and co-musical clubs and the brain for activity planning for 10+ camps

Skills

- Programming: C/C++, Rust, Javascript, HTML, CSS, Python, Shell
- Tools: VCS: Git, Mercurial, Debugging: GDB, LLDB
- Operating Systems: Windows, MacOS, Linux
- Language: Mandarin (Native), Taiwanese (Native), English (TOIEC 905/990)