Ge Li

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Education

2014.9-2017.7 Master	Institute of Computing Technology, Chinese Academy of Sciences	Computer Technology
2010.9-2014.7 Bachelor	JiLin University.	Computer Science and Technology (**Top 5%**)

Personal skills

Languages:	Familiar with Java , C/C++, Python and SQL. Know Linux Shell.
Web Development:	Familiar with Struts2, MySQL Database, Spring, Hibernate. Know Django, Flask.
Algorithm& Data Structure:	Familiar with basic algorithms and data structures. Know Greedy, DP. Know basic data-mining algorithms.
Computer Architecture:	Familiar with modern computer architecture. Know Linux kernel.
English:	Level CET6. Grade A in CET oral test. Advanced skills for listening, speaking, reading and writing.

Project Experiences

2016.4-present **Multi-Processors Remote Debug on Sparc Architecture** **Core Developer**

- **Project Description:** Support remote debug on several Sparc Architecture clients (implemented using simulators). Support visual debugging using eclipse.
- **Personal Responsibilities:**
  - Analyze and implement RSP packets that need to be supported.
  - Develop CDT plugins to support visual debugging.
- **Result: I**mplemented basic RSP packets communication. Developed two CDT plugins to help remote debug.

2015.03-2015.08 **SPU simulation (Stage I)(863 Program)** **Core Designer/ Developer**

- **Project Description:** Implement SPU(Scientific Processing Unit) simulator. Implement basic benchmarks on SPU.
- **Personal Responsibilities:**
  - Design router (transfer data among PEs) and implemented using C.
  - Implement an assembler using Python to assemble SPU instructions to binary.
  - Implement APIs to configure SPU.
- **Result:** Implemented functional units and run basic benchmarks successfully. Increased developing efficiency by using assembler and APIs. 2D stencil and FFT tests achieved 25% of computation efficiency rate (the same as GPU).

2015.08-2016.01 **SPU simulation (Stage II)(863 Program)** **Core Designer/ Developer**

- **Project Description:** Increase computation efficiency rate and simplify design complexion.
- **Personal Responsibilities:**
  - Study instruction scheduling algorithms to increase ILP.
  - Improve router to reduce need of networks.
- **Result:** Achieved 15% speed up using refined instruction scheduling algorithms. Reduced 75% of network requirements. Achieved 2 to 3 times speed up on stencil and FFT. Added matrix multiplication test.

Awards

- 2013 Outstanding student of JiLin University (**7%**)
- 2013 First-grade school scholarship (**5%**)
- 2012 Outstanding student of JiLin University (**7%**)
- 2012 First-grade school scholarship (**5%**)
- 2011 Outstanding student of JiLin University (**7%**)
- 2011 Second-grade school scholarship (**10%**)