



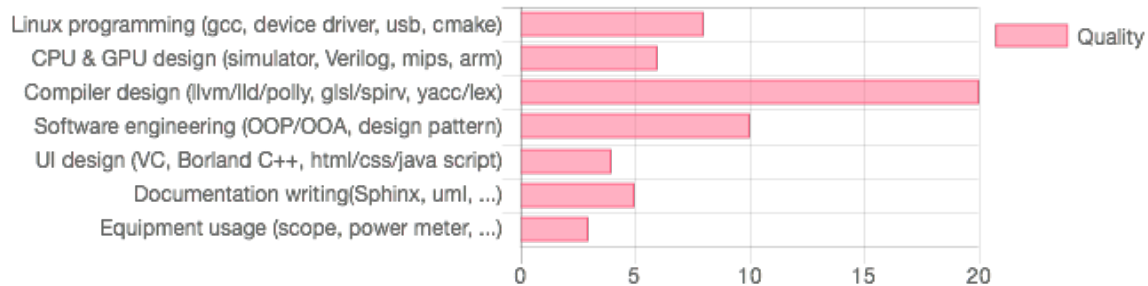
I am a compiler developer with good experience in llvm cpu and gpu backend, lld linker, npu/onnx, c++, OpenGL/glsl and simulator, ..., and enjoy with compiler.

RESUME

QUALIFICATION

Over 20 years experience in c/c++ programming, 9 years compiler toolchain related experience and research in parallel processing for master degree.

SKILLS



MY OPEN SOURCE PROJECT

I am proud of my work is accepted by LLVM documentation, appears at <http://llvm.org/docs/tutorial/#external-tutorials>

Tutorial: Create an LLVM Backend compiler <http://jonathan2251.github.io/lbd/index.html>

Tutorial: Create an LLVM Backend Toolchain <http://jonathan2251.github.io/lbt/index.html>

The concept of GPU compiler <http://jonathan2251.github.io/lbd/gpu.html>

EDUCATION

1997-1999 Master, June 1999, National Taiwan Normal University (國立台灣師範大學), Taipei, Major: Information Science.

1991-1994 B.S., June 1994, National Taiwan Technology University of Science and Technology (國立台灣科技大學), Taipei, Major: Industry Engineer.

LICENSE

Taiwan National Computer Engineer license, 1995 高考資訊技師及格.

EXPERIENCE



THESIS OF MASTER DEGREE

[The Researches of Column Sort and Related Problems](#)

Conference : Search "行排列法簡化步驟之研究" on above link

PROPOSAL OF PHD STUDY

[The Researches of Sorting Network and Related Algorithm](#)

[More detailed resume](#)