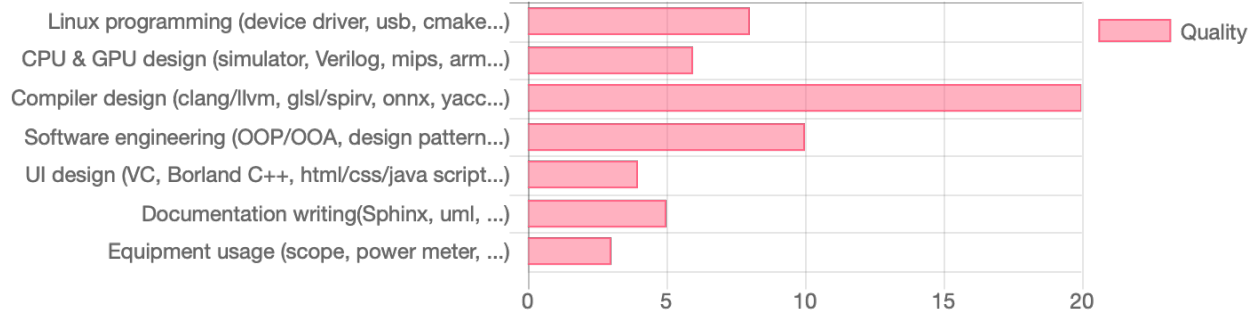*I am a compiler developer with good experience in llvm cpu and gpu backend, lld linker, npu/onnx, c++, OpenGl/glsl and simulator, ..., and enjoy with compiler.*

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

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EXPERIENCE

current	GPU compiler developer in Biren Our designed Cuda-like language compiler based on clang/llvm for our GPU
October 2020	Seniror compiler developer in Kneron NPU compiler
July 2019	Principle engineer in Hisilcon glsl/spirv frontend + LLVM backend compiler development for a whole new GPU ISA
April 2017	
November 2016	LLVM compiler
	Senior software engineer in Marvell (llvm open source team at my personal time) llvm optimization and simulator for ARM
March 2013	Programmer in llvm open source team
August 2012	Senior software engineer in Motorola
September 2004	Software engineer in a few Taiwan's companies
June 1999	

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