



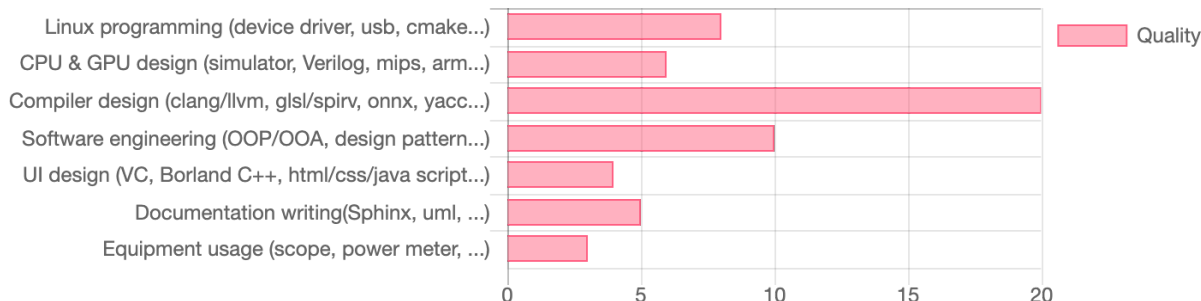
I am a compiler developer with solid experience in LLVM CPU and GPU backends, the LLD linker, NPU/ONNX, C++, OpenGL/GLSL, simulators, and more. I enjoy working on compilers and related technologies.

RESUME

QUALIFICATION

Over 20 years of experience in C/C++ programming, with 13 years focused on compiler

SKILLS



MY OPEN SOURCE PROJECT

I'm proud that my work is featured in the official LLVM documentation under <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 a GPU Compiler <http://jonathan2251.github.io/lbd/gpu.html>

EDUCATION

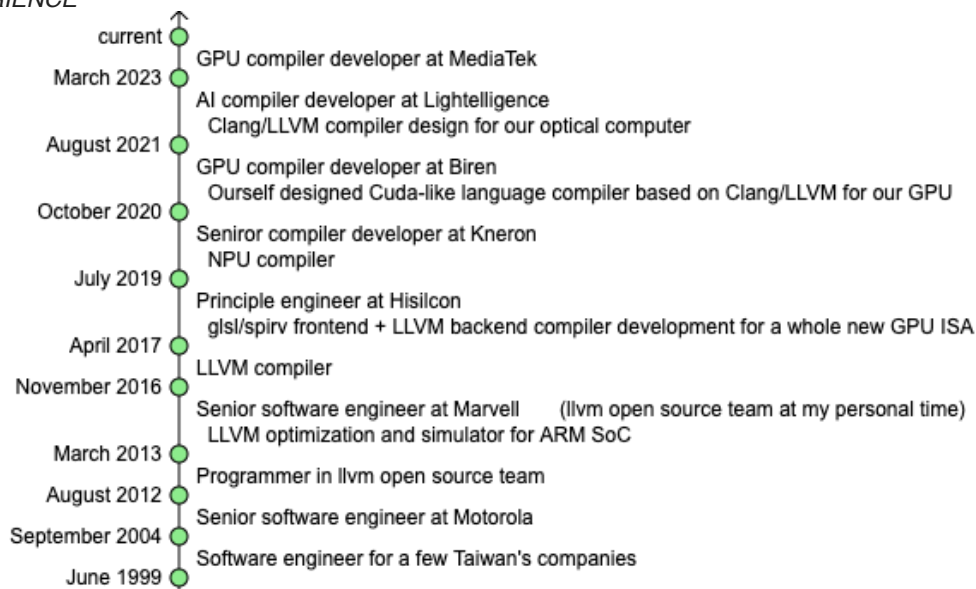
Master's Degree, Information Science, National Taiwan Normal University (國立台灣師範大學), Taipei — June 1999

Bachelor's Degree, Industrial Engineering, National Taiwan University of Science and Technology (國立台灣科技大學), Taipei — June 1994

LICENSE

National Senior Technician Certificate in Information Technology (國家高考資訊技師), Taiwan — 1995

EXPERIENCE



Master's Thesis

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

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

PhD Study Proposal

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

[More detailed resume](#)