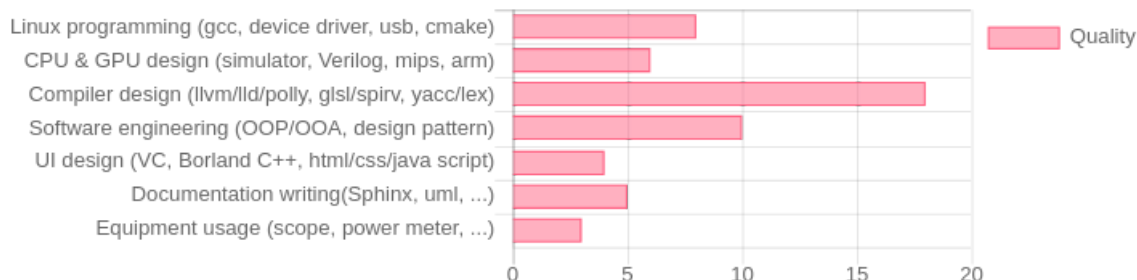*I am a compiler developer with good experience in llvm cpu and gpu backend, lld linker, npu/onnx, c++, OpenGl/glsl and simulator, ..., and enjoy with compiler.*

RESUME

QUALIFICATION

Over 20 years experience in c/c++ programming, 8 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	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 to support OpenGL/OpenCL
April 2017	LLVM compiler
November 2016	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

PROPOSAL OF PHD STUDY

The Researches of Sorting Network and Related Algorithm

More detailed resume