



Chung-Shu Chen 陳鍾樞

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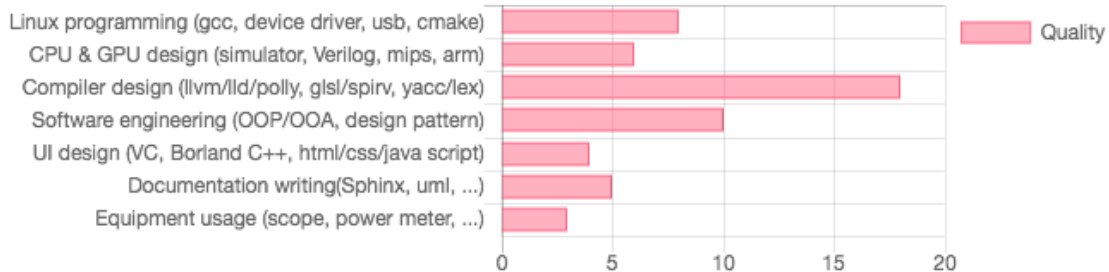
I am a compiler developer with good experience in llvm cpu and gpu backend, lld linker, npu/onnx, c++, OpenGL/glsl and simulator, ..., and enjoy with compiler.

## 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

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

### EXPERIENCE



September 2004 - June 1999:

Proton 2014/3 - 2014/9 Manager Digital TV programming, Abocom 2013/6 - 2014/3, Senior Engineer 802.11b programming,

DBTEL 2011/11 - 2013/6 Engineer DECT wireless phone programming, Symmetry 2011/2 - 2011/11 Engineer, SGSN and GGSN for GPRS&3G programming,

Cando 2010/7 - 2011/2 Engineer CAM programming, Spirox 2009/12 - 2010/7, Engineer CAM programming, Intech 2009/6 - 2009/12 Engineer CAM programming

### THESIS OF MASTER DEGREE

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

### PROPOSAL OF PHD STUDY

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

### OTHER WORK

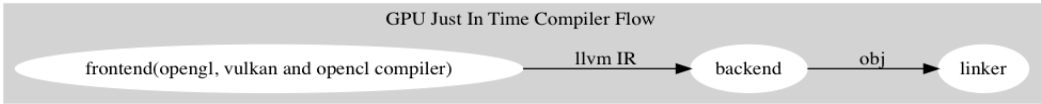
Take course "Image processing" and program: [Jpeg decoder](#)

Web and javascript: [As my resume](#) and [my personal web site](#)

[Graphviz](#): as some graph diagrams used in this CV. Source code: [mywork\\_1.gv](#) and [study\\_and\\_apply.gv](#)

### ACHIEVEMENT

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GPU compiler scope:

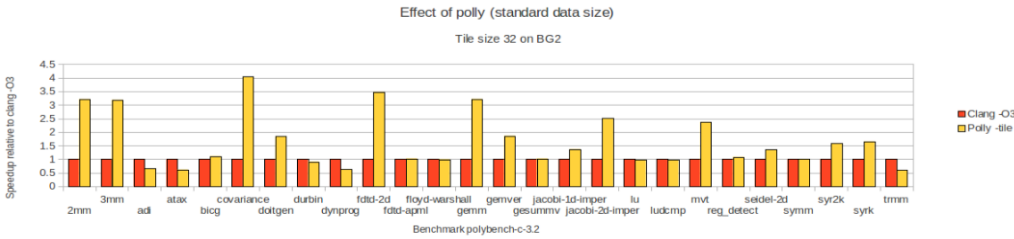


To support an our new designed GPU for cell phone, ported from ARM. 20% of frontend is changed, 50% of backend is changed in aspect of number of code lines.

- My work:
- Implement compiler (fontend + llvm backend) for 80% of texture related API and optimization by myself alone and document writing.
  - Instruct and help other engineers for the other 20% of texture related API, review their implementation and co-work with the leader of texture part of architect.
  - Implement compiler supporting our GPU's load/store for RGBA fixed floating point format of vulkan (32, 16, 11, 10 and 2 bits; NaN Infinity) alone and document writing.

Marvell

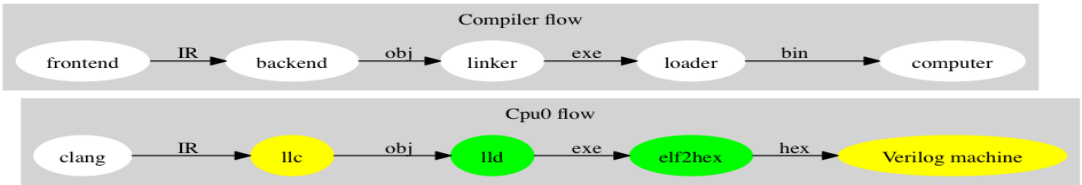
- Implement semi-auto software system of running benchmark and generating report for gcc toolchain.
- Demonstrate polly and the concept of polyhedral optimization model for Marvell llvm and gcc toolchain optimization. Polly is a software for loop optimization.



- Implement co-simulator for a few Marvell's ARM based 64-bit cpu.
- Propose and implement DSL on simulator to save tens of system verification in c++ coding.
- Complete cmake to replace make for Csim.
- Advantage: simpler and cross-os-platform than make.

LLVM open source project

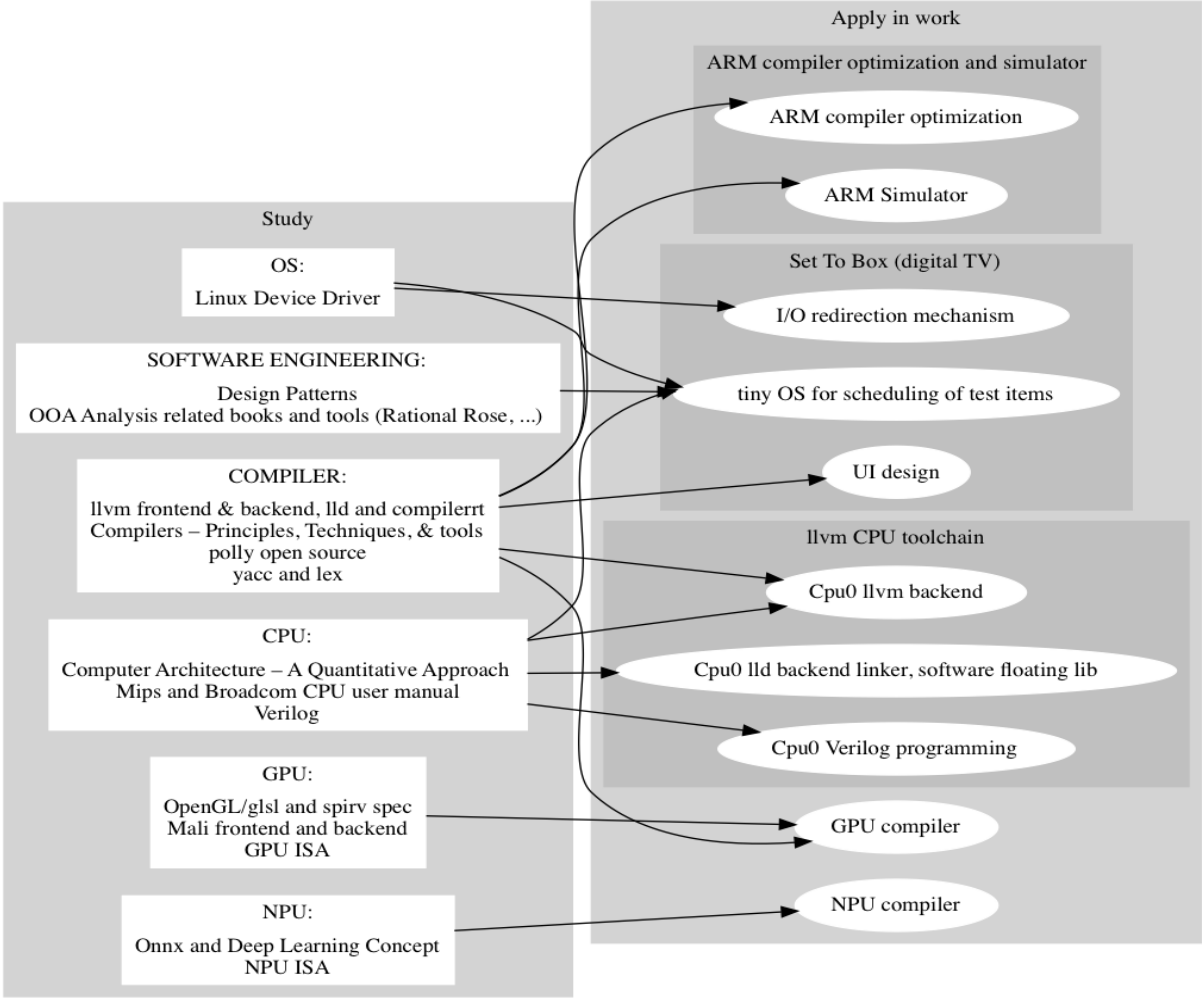
The lower half is the my llvm backend's work flow. Yellow and green parts are my implementation in my books.



Mortorola

- Develop Set Top Box's software framework.

Learning after school & applying in work



References

[My former manager's recommendation letter: https://jonathan2251.github.io/ws/en/RL\\_Marvell.pdf](https://jonathan2251.github.io/ws/en/RL_Marvell.pdf)