

# LIU ZIHAN (Altair)

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Personal Site: <http://subjectnoi.github.io>

## Education

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2015.09-2019.06

Department of Computer Science, East China Normal University

- GPA: 3.81/4.00, Rank: 5/116
- Scholarship in 2018/2019, MCM S award in 2018, 3<sup>rd</sup> prize of CCCC Programming Contest in 2016
- Being recommended as a post-graduate without exam, and admitted by the **department of Computer Science, Shanghai Jiao Tong University**.
- 4.0 in following courses: **Compiler Principle, Parallel Computing, Computer System structure, Data Structure and Algorithm, Embedded System Principle, Pattern Recognition, Convex Optimization, Analogous/Digital Circuit, C++**, etc.

## Job

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2018.08-2019.01

IBSO Cloud Development, SAP (Intern)

- Developing cloud application deployed on **Cloud Foundry** based on **Java** and corresponding tools (**Spring, OData, MongoDB**), project is constructed by **Maven**, version control by **git** and **Jenkins**.
- Developing **S/4 HANA** application deployed on **Cloud Foundry** based on **Java, SAPUI5**, and doing related unit and integrate test based on **karma, QUnit** and **Opa5**.

2019.01-Now

GPU SM Arch, NVIDIA (Intern)

- Developing modelling tool for software level stimulation and verification on functionality and performance on next generation GPU circuit (Ampere and Hopper Architecture). Project is based on **C/C++/CUDA, PTX** (IR in middle level), **SASS** (micro-instruction on hardware), and a little bit **Verilog HDL**. Project is constructed by **cmake**, version control by **Perforce** and **Crucible**.

## Project Experience

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- Course projects based on traditional ML algorithm including min-max Search and  $\alpha\beta$  pruning, Bayes Belief Network.
  - Course projects based on DL algorithm including DCGAN, WGAN-GP with frameworks and TensorRT.
  - Parallel ML algorithm including SMO-SVM, DBSCAN, RF, CNN using CUDA, MPI, OpenMP.
  - Compiler with Lex and Yacc (FLex and Bison).
  - Third-Person free camera 3-D action game with Unreal Engine 4.

## Skills

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C/C++/CUDA, ACM/ML/DL Algorithm and Data Structure, Linux, L<sup>A</sup>T<sub>E</sub>X, Python, Java, SQL/MongoDB, Unreal Engine 4, Verilog HDL.