LIU ZIHAN (Altair)

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Personal Site: http://subjectnoi.github.io/about/

Education

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, 3rd 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

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**.

2019.01-2019.06   **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

- 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).
- Performance analysis about new generation GPU (Turing and Volta) as graduation design.
- Third-Person free camera 3-D action game with Unreal Engine 4.

Skills

C/C++/CUDA, ACM/ML/DL Algorithm and Data Structure, Linux, LaTeX, Python, Java, SQL/MongoDB, Unreal Engine 4, Verilog HDL.