LIU ZIHAN (Altair)

altair.liu@sjtu.edu.cn, +86 159 0215 7531

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

Education

2015.09-2019.06　　　　　　　　　**Bachelor, 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 to **department of Computer Science, Shanghai Jiao Tong University** without exam.

2019.09-Now　　　　　　　　　　**Master, Department of Computer Science, Shanghai Jiao Tong University**

- Working on computer system structure, parallel computing and compiler.

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

- ML related course projects using DCGAN, parallel DBSCAN, min-max search with $\alpha - \beta$ cutting, NSGA II, etc.

- Simplified compiler of C-like language using Lex, Yacc and LVMM.

- 3-D action game using 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.