Staff Software Engineer Staff Software Engineer Staff Software Engineer - Cal Zeiss Meditec Fremont, CA A challenging software engineer position in a device/instrumentation company Work Experience Staff Software Engineer Cal Zeiss Meditec - Dublin, CA May 2011 to Present Developing software for eye exam instruments: Developing multilayer segmentation algorithm using deep learning (TensorFlow and Python) Designed, developed, tested, and maintained OCT raw data assemble software using GPU (CUDA) Designed, developed, tested, and maintained OCT scan control software (OOD, C++, C++/CLI, and C#) Designed, developed, tested, and maintained high resolution camera image assemble software (OOD, C++, C++/CLI, C#, and CUDA) Introduced GPU into algorithm development and performance enhancement for new generation OCT device Cirrus (CUDA) Designed, developed, ported, enhanced, and debugged image processing and image compression algorithms (OOD, C#, C++/CLI, C++, Intel IPP, CUDA and OpenCL) Developed, enhanced, and maintained OCT Analysis software package (OOD, C#, C++/CLI, WPF and WF) Designed, developed, enhanced, and debugged Unit tests software (MSTest and NUnit) Consultant Xyratex - Fremont, CA December 2010 to May 2011 Developed software for disk drive automation test systems: Developed software for new generation 3.5 inch disk automation test system O3500 (OOD, C#, WinForms, and WPF) Software Engineer IV MDS Analytic Technologies/Molecular Devices - Sunnyvale, CA April 2008 to December 2010 Developed software for life science research instruments: Designed, developed software for new generation Patch Clamp system IonWorks Barracuda (OOD, C#, WinForms, and WCF) Ported, enhanced, and debugged DataXpress software package (VC++, Win32 and MFC) Designed, developed, enhanced, and debugged Unit tests software (NUnit) Developed graphic display components using third party libraries (C#, VC++, Dundas Chart/MSChart, and ProEssentials) Certified Scrum Master and have 21 CFR Part 11 certification. Software Developer III Embarcadero System Corporations - Alameda, CA March 2007 to April 2008 Developed software for port/terminal transportation automation systems: Designed, developed weight scale severs for smartGATE (C#, TCP/IP, MSMQ, RS232, and ADO) Developed C# wrapper for third party C++ devices libraries such as Adam Data Acquisition Module, Foot Pedal, Push Button, etc. (C#, ActiveX and COM)

Maintained and improved automatic ISO container reading application (C++) Senior Software Engineer Amicus Wireless - Sunnyvale, CA December 2005 to March 2007 Developed MAC layer software and test programs for a new wireless network standard: Designed, developed MAC layer software for WiMAX, IEEE 802.16e standard (OOD and C++) Developed automatic testing and monitoring programs for wireless board (C#, ActiveX and VB.NET) Software Engineer Giga-tronics - San Ramon, CA August 2004 to December 2005 Developed software for signal generation and power measurement instruments: Designed, developed software package for Microwave Synthesizer (OOD, C++, and C#) Developed automatic tests and calibration programs for microwave synthesizer and power meter (C#, C++, COM, and LabWindows) Debugged and improved firmware of Microwave Synthesizer (Nucleus operating system and C/C++) Consultant Sunrise Telecom - San Jose, CA March 2004 to August 2004 Developed software for telecom devices: Developed GUI for DWDM STT Module (VC++, Win32, MFC, ActiveX, and COM) Developed inter-process communication between DWDM Module and PC (VC++, TCP/IP, and TL1) Software Engineer Schlumberger/NPTest - San Jose, CA October 1999 to December 2003 Developed software for chip diagnostic instruments: Designed, developed software package for optiFIB, FIB p3x, and FIB p2x systems (OOD, C/C++, and COBRA/Orbix) Developed image display software with basic image processing functions such as binning, zooming and alignment (VC++, Win32, MFC, COM, ActiveX, STL, and DirectX) Developed many software components that controlled or communicated with modules such as CCD camera, tilt stage, aperture, etc. (VC++, Win32, MFC, RS232, and GPIB) Education Master of Science in Physics in Computer Science Washington State University May 1999 Skills Cuda (5 years), Algorithm (10+ years), C++ (10+ years), C# (10+ years), Image processing (10+ years) Additional Information ? 19+ years of software engineering experience in device/instrumentation companies ? Hands-on experience on all layers of software in instrument control, finished many full cycles of product release ? Proficient in C++, C#, C++/CLI, CUDA, Algorithm development, and Unit test, etc. ? Proven analytical, creative and independent working abilities ? Background in both software engineering and science (Master degrees, Ph.D. candidate)

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