Jie Tang

Curriculum Vitae



Education

2012–Present **Master's degree in Computer Science and Technology**, College of Information Engineering, Xiangtan University, GPA – 3.0/4.0.

2008–2012 **Bachelor's degree in Computer Science and Technology**, *College of Information Engineering, Xiangtan University, GPA – 3.2/4.0.*

Awards

2012, 2013 National scholarship and merit student for graduate students

2011 The ACM-ICPC Asia Regional Beijing and Dalian Sites, Silver Medal

2011 The Sixth Hunan Collegiate Programming contest, Champion

Internship

JUL 2014 - **Software Developer**, *Jiang you Information technology co. ltd*, Shanghai. DEC 2014 Details:

- Learning the mainstream game engine(AS, Cocos2dx, U3D) and server-side programming(Unix network programming, mysql).
- Using the three game engines to make a little game, respectively. Finally, three-man team makes an online game by selecting arbitary game engine in a month.
- maintaining the micro-client, battle logic and game editors that include action editor, effects editor and map editor for ACT group.

Summer 2012 **Software Developer**, *Eryiju Inc*, Beijing, *Project Name*: **GPU offline render**. Details:

- O Studying the ray tracing and rendering algorithms based on the related literature
- Learning and analyzing the source code of Yafaray
- Coding in CUDA C with Optix engine

Development Skills

Languages C/C++, Shell, Python, Java, AS Tools Git, SVN

Knowledge Linux, database, data structure and algorithms, etc

Publications

- [1] <u>Jie Tang</u>, Zhonghua Wen, and Haiping Huang. An efficient algorithm for observation information reduction in nondeterministic planning. *Computer Engineering*, 39(12):162–166, 2013.
- [2] <u>Jie Tang</u>, Zhonghua Wen, and Quan Wang. Solving strong cyclic planning in nondeterministic reversible planning domain. *Journal of Computer Research and Development*, 50(9):1970–1980, 2013.