

Wuzhao Zhang

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Education

2014.9-2017.7	Master	Institute of Computing Technology, Chinese Academy of Sciences	Computer Technology
2010.9-2014.7	Bachelor	Beijing University of Technology.	Software Engineering (Top 5%)

Personal skills

Languages:	Familiar with C/C++, Know about Java Python and SQL Linux etc.
Algorithm& Data Structure:	Familiar with basic algorithms and data structures. Know basic Information Retrieval Search Engine and data-mining algorithms.
Computer Architecture:	Familiar with modern computer architecture. Know Linux kernel.
Others:	Know about Android and Java web Development Foundation.

Project Experiences

2016.2-present SimICT Thousands of Threads and Cores simulation platform StageI(HBN&973) Core Developer

- ◆ **Project Description:** .extend the function and performance of simulation platform, and contrast with existing model
- ◆ **Personal Responsibilities:**
 - Improve mesh network, design High Density NOC for HTC and Big Data Applications
 - Implement MACT component, MACT is designed for HTC's Fine-grained memory access using message collection and release.
 - According to mesh, implement another Noc Double-Loop architecture.
 - Contrast our mesh with booksim, and improve our mesh accuracy.

2015.07-2015.12 Thousands of Threads and cores simulation platform StageII(HBN&973)CoreDesigner/ Developer

- ◆ **Project Description:** Implement Many-Cores Processor Architecture Including Core、Cache、NoC、Memory、Mact、HD-NoC、Vcore Components.
- ◆ **Personal Responsibilities:**
 - Design router component(transfer data among PEs), realize data packets split, wormhole routing and virtual channel settings.
 - Implement different noc topology configurations to simulate different cores operation.
 - Implement cores branches prediction function, and make the branch prediction accuracy up to 70%.
 - To simplify the debugging and simulation work, implement a lite version of core named vcore(virtual cores)and and implement trace injection function.

2015.2-2015.4 The lottery information collection system Core Designer/ Developer

- ◆ **Project Description:** Crawl a soccer betting website data information typed into excel.
- ◆ **Personal Responsibilities:**
 - Be responsible for the design of the overall structure of the system, and the interaction of each module interface.
 - Be responsible for crawling the information of different pages and use regular to extract and sort out the user interested information.
 - Handling user requests, and returns the data to the UI layer.

2014.11-2014.0 Simple search engine implementation Core Designer/ Developer(Course work)

- ◆ **Project Description:** For Sina, NetEase, 360 news sports news, to achieve a simple search engine.
- ◆ **Personal Responsibilities:**
 - Be responsible for Search engine architecture design, each interface customization.
 - Be responsible for Document word segmentation, establishment of document inverted index, and processing user's query information.
 - Be responsible for realization of clustering and grading module, and result snapshots.

Awards

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- ◆ 2014 outstanding student of processor architecture laboratory (5%)
 - ◆ 2013 First-grade school scholarship of Beijing University of Technology(5%)
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 - ◆ 2011 Outstanding student of Beijing University of Technology University (5%)