**Wuzhao Zhang**

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**Education**

2014.9-2017.7 Master Institute of Computing Technology,

Chinese Academy of Sciences Computer Technology

20010.9-2014.7Bachelor  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-presen****t** **SimICT Thousands of Threads and Cores s****imulation 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** **Stage****II****(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**

* 2014 outstanding student of processor architecture laboratory (5**%**)
* 2013 First-grade school scholarship of Beijing University of Technology(5**%**)
* 2012 Outstanding student of Beijing University of Technology (5**%**)
* 2012 First-grade school scholarship of Beijing University of Technology(5**%**)
* 2011 Outstanding student of Beijing University of Technology University (5**%)**