

## Technical Skills

**Linux:** Basic administration skills. Linux environment programming and basics in kernel programming.

**LLVM:** Wrote whole-program analysis and transform pass with LLVM

**CUDA:** Understanding in CUDA GPU Programming.

## Programming Languages and Frameworks

**Skilled In:** C, C++, Python, Ruby, CUDA.

**Familiar With:** Java, JavaScript, Haskell, SQL, OpenMPI, Hadoop.

## Education

University of Rochester

Rochester, NY, USA

Master of Science in Electrical and Computer Engineering

anticipated May 2015

**Operating Systems:** Understanding in basic Operating Systems concepts.

**Computer Architecture:** Understanding in Out-of-Order CPU execution and memory hierarchy.

**GPU Programming:** Studied GPU architecture and CUDA programming on GPU.

**Software Analysis:** Programming language analysis, including value numbering and dataflow analysis.

**Parallel and Distributed Systems:** Studied parallel programming frameworks, synchronization, and consensus protocols.

Zhejiang University

Zhejiang, China

Bachelor of Engineering in Instrumentation Science

Jun 2013

**Software Engineering:** Classic Waterfall Development and Agile Development Methodology.

**Database Concepts:** Understanding in Relational Database Management Systems and SQL.

## Research Experience

University of Rochester

Rochester, NY, USA

**Research Project**

Sep 2014 - Dec 2014

Static analysis of Linux program capabilities using LLVM infrastructure, advised by Professor John Criswell.

1. Implemented a prototype of whole program inter-procedural analysis and transformation tool to determine when programs can remove Linux program capabilities, therefore enforcing the Principle of Minimal Privileges.
2. Evaluated prototype on open source applications.

**Research Project**

Jan 2014 - Aug 2014

Participated in project on fast dynamic algorithm for GPU data race detection, advised by Professor Chen Ding.

1. Assisted in building and debugging the data race checker tool.
2. Tested prototype on GPU applications for correctness and performance, compared with existing data race checking tools.
3. Collaborated on publication: *P. Li, C. Ding, X. Hu and T. Soyata, "LDetector: A Low Overhead Race Detector for GPU Programs," in 5th Workshop on Determinism and Correctness in Parallel Programming (WoDet 2014), Salt Lake City, UT, Mar 2014.*

## Work Experience

University of Rochester

Rochester, NY, USA

**Teaching Assistant**

Jan 2015 - anticipated May 2015

Teaching Assistant for Course "Computer Organization".

**Teaching Assistant**

Sep 2014 - Dec 2014

Teaching Assistant for Course "Programming Language Design and Implementation".