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🎓 EDUCATION

University of Virginia

Doctor of Philosophy in Astronomy

Master of Science in Astronomy

Charlottesville, VA

May 2018 – May 2022 (expected)

Aug 2016 – May 2018

The Chinese University of Hong Kong (CUHK)

Bachelor of Science in Physics, First Class, Minor in Computer Science

• Awards: Dean's List (2013-2015), CN Yang Scholarship (2013-2015)

Hong Kong

Sep 2012 – May 2015

💼 WORK EXPERIENCE

University of Virginia

Graduate Research Assistant

- Performed and analyzed magneto-hydrodynamics (MHD) simulations with the finite-volume method (FVM) on NASA's Pleiades Supercomputer and >1,000 threads using the **Athena** software ↗
- Designed and developed, as the primary developer:
 - ray-tracing-based software, solving vector radiation transfer (VRT) equations ↗
 - gravity solver for **Athena++**, enabling execution of high-performance radiative-hydrodynamics simulations ↗
 - sink particle treatment compatible with adaptive mesh refinement (AMR), ensuring convergence of simulations, implemented in **Athena++**, the successor of **Athena** rewritten in C++

Charlottesville, VA

Aug 2016 – Present

Academia Sinica Institute of Astronomy and Astrophysics

Research Assistant

- Implemented **Python** interface to the previously developed software, exploring time evolution of MHD models ↗

Taipei, Taiwan

Jun 2015 – Mar 2016

Summer Research Internship

- Developed a ray-tracing-based software analyzing MHD simulations, prototyped in **MATLAB** and implemented in C++ for performance and interactive graphical user interface

Jul 2014 – Aug 2014

🔗 PERSONAL PROJECTS

CNumpy – C++ template library of multidimensional array containers ↗

- Syntactic sugar: `ndarray<double, 3> arr(20, 30, 40)` vs `vector<vector<vector<double>>> arr(20, vector<vector<double>>(30, vector<double>(40)))`
- High-performance: take advantage of spatial locality, up to 30% faster
- Builtin `np` file reader and writer; header only; no external library dependency

PostProcessedTracer – Numba-accelerated Lagrangian particle tracers for Eulerian fluid simulations ↗

- Easily extendable with higher-order integrators; compatible with commonly used coordinate systems
- Builtin $O(N)$ Poisson-disk sampler for spatial sampling

⚙️ TECHNICAL SKILLS

- Proficient in object-oriented programming, parallel computing, data visualization, and working in Unix environments
- Advanced knowledge in C/C++ and Python; experience in CUDA, Git, MATLAB, MySQL, JavaScript, and HTML/CSS
- Ability to debug complex multi-threaded software using debugger such as LLDB and GDB
- English (fluent), Cantonese (native), Mandarin (fluent)

🏆 COMPETITIONS

Google Kick Start Round G 2021

114th/7,582

LeetCode Biweekly Contest 61

11th/9,137

Google Hash Code 2021

917th/9,004

Facebook Hacker Cup 2020

496th/17,957

CUHK Data Structure Internal Competition 2013

2nd place

Hong Kong Olympiad in Informatics 2012

Gold Medal