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Luming Zhang

M.S. in Computer Sciences, luming@cs.wisc.edu

Objective:	Entry-Level position in Software Development & Engineering
Strength:	Excellent programming, algorithm skills. Fast learning ability and solving problem independently.
Code Samples	https://github.com/luming89/CodeSamples

EDUCATION

Sep. 2013 - Dec. 2015	***University of Wisconsin - Madison, Madison, WI, U.S.A.***
M.S. Computer Sciences	- College of Letters & Science, Department of Computer Sciences - GPA: 3.64/4.0
Sep. 2008 - July 2012	***Xi'an Jiaotong University, Xi'an, Shaanxi, China***
B.S. Microelectronics	- School of Electronic and Information Engineering

SKILLS (Self Ranking: ***strong, **good, *familiar)

Languages	C++ (CUDA)***, Java*** ,C**, C#**, Python**, JavaScript*, PHP*
OS & Database	Unix/Linux**, MySQL**

PROFESSIONAL EXPERIENCES

Software Development & Engineering Full-time at Amazon.com, Seattle, WA Feb. 2016 - present

- Developing Digital Commerce Platform.

Software Development & Engineering Intern at Amazon.com, Seattle, WA May 2015 - Aug.2015

- Developed a local configuration verifier which speeds up the original verification process by 1000x. Using Google Guice to inject dependency, Mockito to mock out unnecessary components and Jersey to make it a service.

Project Assistant in the Department of Engineering Physics, Jan. 2014 - June 2014

- Fixing bugs and exploiting parallelism of the Plasma Simulation Code which is recently rewritten with C(CUDA)

COURSE PROJECT

Computer Graphics OpenGL & C++, Demo: https://www.luminghub.com ***F. 2014 & F. 2015***

- Improved a game engine and built a 3D Air Battle Game.
- Implemented SIMBICON walking controller using Open Dynamics Engine.

Database Systems A Buffer Manager, A File Manager, using C++ Fall 2014

- The buffer manager uses the Clock Algorithm to manage the buffer pool.
- The file manager supports all common operations and B+ tree indexing.

Compiler CSX Compiler in Java & Passes of LLVM Compiler in C++ S. &F. 2014

- Built a front-end CSX compiler which consists of a token scanner, a parser, a name analyzer, a type checker and a code generator.
- Implemented a back-end LLVM optimizer which performs peephole, live variable, loop invariant analysis and register allocation.

Computer Architecture RISC Processor & GPU Warp Scheduler in C++ Fall 2013 & Spring 2015

- 5-stage pipelined RISC processor which contains 16 instructions and a local branch predictor.
- Implemented a Criticality-Aware Warp Scheduler to replace naive ones like round robin, which is unable to hide latencies properly for many applications because of execution time disparity.

Operating Systems XV6 operating system and programming using C Fall 2013

- Implemented a shell, system calls, a process scheduler, virtual memory features, and a multi-threaded web server.

HONORS

- 2010 National Scholarship, top 5%