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Luming Zhang

608-556-6182
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MSEE candidate in Computer Engineering, F1 Visa

Objective: Internship/Co-op/Entry Level position in Software Development.

Strength: Excellent programming, algorithm skills with solid knowledge on hardware. Fast learning ability and solving problem independently.

Code Samples https://github.com/luming89/CodeSamples

EDUCATION

Sep. 2013 - (Dec. 2015) M.S. candidate
University of Wisconsin - Madison, WI, U.S.A.
- College of Engineering, Department of Electrical & Computer Engineering
- GPA: 3.7/4.0

Sep. 2008 - July 2012 B.S. in Microelectronics
Xi'an Jiaotong University, Xi'an, Shaanxi, China
- School of Electronic and Information Engineering
GPA: 85.4/100 Rank: 11/91

SKILLS

Languages: C++ (CUDA), C, Python, Java, JavaScript, Objective-C (App Store: sofity - 50%), Swift, PHP, HTML&CSS, Verilog HDL

OS & Database: Unix/Linux, MySQL

PROFESSIONAL EXPERIENCES

Jan. 2014 - June 2014 ***Project Assistant in the Department of Engineering Physics, University of Wisconsin – Madison***
Fixing bugs and exploiting parallelism of the Plasma Simulation Code. The PSC was re-written with CUDA C recently and some applications have bugs. All bugs found in the Harris Sheet Reconnection and the Kelvin–Helmholtz applications are fixed using CUDA-GDB.

Sep. 2012 - June 2013 ***Research Assistant at the University of Science and Technology of China***
PCB design for experimental quantum communication system.

July 2012 - Aug.2012 ***Research Assistant at the Institute of Computing Technology, Chinese Academy of Sciences, Beijing, China***
Use gem5 simulator to determine the variation of locality of shared memory on multicore platform with PARSEC 2.1 the workload.

COURSE PROJECT

Computer Graphics Fall 2014 ***3D Roller Coaster Game, 3D Air Battle Game with OpenGL and C++***
Using game engine featuring mesh, shaders, render engine & physics engine. Demo: https://www.luminghub.com

Database Systems Fall 2014 ***A Buffer Manager, A File Manager with B+ tree indexing in C++***
The buffer manager uses the Clock Algorithm to manage the buffer pool. The file manager supports all common operations and B+ tree indexing.

Compiler Spring & Fall 2014 ***CSX Compiler in Java & Optimizer of LLVM Compiler in C++***
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 an back-end LLVM optimizer which performs peephole, live variable, loop invariant analysis and register allocation.

Computer Architecture Fall 2013 ***Implemented a Wisc-Fall13 Processor with Quartus***
5-stage pipelined RISC processor which contains 16 instructions and a local branch predictor with Quartus.

Operating Systems Fall 2013 ***XV6 operating system and programming in C***
Implemented an interactive shell, system calls, a process scheduler, virtual memory features, and a multi-threaded web server.

Graduate Project Spring 2012 ***Performance and Area Evaluation of OpenRISC 1200 Core with Verilog***
Implemented an OpenRISC 1200 Core, which achieved 130434 Dhrystone iteration/sec when running at 100MHz and cost 5797 logic elements.