

## **Luming Zhang**

MSEE candidate in Computer Engineering, luming@cs.wisc.edu  
Objective: Intern/Co-op 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>

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### **EDUCATION**

Sep. 2013 - (Dec. 2015) **University of Wisconsin - Madison, WI, U.S.A.**  
M.S. candidate - College of Engineering, Department of Electrical & Computer Engineering  
M.S. candidate - College of Letters & Science, Department of Computer Science  
- GPA: 3.7/4.0  
Sep. 2008 - July 2012 **Xi'an Jiaotong University, Xi'an, Shaanxi, China**  
B.S. in Microelectronics - School of Electronic and Information Engineering

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

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

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### **PROFESSIONAL EXPERIENCES**

**Co-op at Sofity, Madison, WI, Jan. 2015 – (May 2015)**  
• iOS development – App Store: sofity, a social network with shopping platform app  
• Web Crawler using Python and Amazon Web Services database maintenance  
**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)  
**Research Assistant at the University of Science and Technology of China Sep. 2012 - June 2013**  
• Circuits design for experimental quantum communication system.  
**Summer Intern at the Institute of Computing Technology, Beijing, China July 2012 - Aug.2012**  
• Use gem5 simulator to determine the variation of locality of shared memory on multicore platform with PARSEC 2.1 the workload.

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### **COURSE PROJECT**

**Computer Graphics 3D Air Battle Game, using OpenGL and C++ Fall 2014**  
• Improved a game engine and built a 3D Air Battle Game. Demo: <https://www.luminghub.com>  
**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 Implemented a Wisc-Fall13 Processor with Quartus Fall 2013**  
• 5-stage pipelined RISC processor which contains 16 instructions and a local branch predictor.  
**Operating Systems XV6 operating system and programming using C Fall 2013**  
• Implemented an shell, system calls, a process scheduler, virtual memory features, and a multi-threaded web server.

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### **HONORS**

- 2010 National Scholarship, top 5%