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Luming Zhang

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

Strength: Excellent programming, algorithm intuition and skills. Outstanding learning and problem-solving capability.

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

EDUCATION

University of Wisconsin - Madison, Madison, WI, U.S.A. ***Sep. 2013 - Dec. 2015***

- M.S. Computer Sciences - College of Letters & Science, Department of Computer Sciences

Xi'an Jiaotong University, Xi'an, Shaanxi, China ***Sep. 2008 - July 2012***

- B.S. Microelectronics - School of Electronic and Information Engineering

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

C++ (CUDA)***, Java*** , C#**, Python**, Unix/Linux**, MySQL**, JavaScript*

PROFESSIONAL EXPERIENCES

Software Development Engineer II at Amazon Web Services, Seattle, WA ***June 2017 - present***

- AWS GameLift. Design and develop features for deploying, operating, and scaling dedicated game servers for session-based multiplayer games.

Software Development Engineer at Amazon.com, Seattle, WA ***Feb. 2016 - June 2017***

- Implemented and launched Charge Redrive feature which enabled the payment platform to retry declined charges automatically. Is the Technical Point of Contact.

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 external systems and Jersey to make it a service.

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

- Exploiting parallelism of the Plasma Simulation Code which is recently rewritten with CUDA C

COURSE PROJECT

Computer Graphics ***C++ & OpenGL*** ***F. 2014 & F. 2015***

- Implemented a 3D Roller Coaster game using a Legacy OpenGL game engine.
- Wrote a Modern OpenGL game engine which supports lighting, meshing, object-hierarchy, collision etc., and implemented a 3D Air Battle Game
- Implemented SIMBICON walking controller using my game engine with Open Dynamics Engine integrated.

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 ***GPU Warp Scheduler in C++*** ***Spring 2015***

- 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%