Email: luming@cs.wisc.edu Mobile: 608-556-6182 Address: 401 N Eau Claire Ave Apt 107, Madison, WI, USA 04/09/2015

Luming Zhang

MS candidate in Computer Engineering and Computer Sciences, luming@cs.wisc.edu

Objective:	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)	***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 Sciences
	- 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

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

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

PROFESSIONAL EXPERIENCES

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.

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 ***RISC Processor & GPU Scheduler in C++*** ***Fall 2013, Spring 2015***

- 5-stage pipelined RISC processor which contains 16 instructions and a local branch predictor.
- Implemented a GPGPU-Sim criticality-aware warp scheduler for GPGPU workloads

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.

HONORS

- 2010 National Scholarship, top 5%