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Luming Zhang

MSEE candidate in Computer Engineering, luming@cs.wisc.edu

Objective: Internship/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

EDUCATION

Sep. 2013 - (Dec. 2015) ***University of Wisconsin - Madison, WI, U.S.A.***
M.S. candidate - College of Engineering, Department of Electrical & Computer Engineering
- 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***, Python**, Java**, Objective-C**, JavaScript*, Verilog HDL*

OS & Database Unix/Linux**, MySQL**

PROFESSIONAL EXPERIENCES

Co-op at Sofity, Madison, WI, ***Jan. 2015 – (May 2015)***
- iOS development – App Store: sofity
- Web crawler 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.

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.

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

HONORS

- 2010 National Scholarship, top 5%