Xin Huang

Email: xinhuang.abc@gmail.com
Mobile: (+86) 186-0040-6436
Homepage: http://xinhuang.github.io
GitHub: https://github.com/xinhuang
StackOverflow: http://stackoverflow.com/users/2190129/xin-huang

Technical Overview

- Worked with C++ for more than 5 years, able to reverse C++ generated binary
- Programming languages: C# (able to read MSIL); Scala (finished Coursera courses); Python (sometimes); x86 ASM, Lua, Ruby (long time ago)
- Experienced in parallel programming, created computation engine by using Intel's TBB
- Familiar with Windows development, Win32 & .NET
- Finished Scala & reactive programming on Coursera

Work Experience

BGC, Schlumberger, slb.com, Software Engineer, Since 2011

Since 2014/12, Maxwell DataCore Team

I made computation faster.

- **Individually replaced computation engine by re-writing using Intel's Threading Building Blocks, reduced lines of code by 90%, achieving same performance and correctness**
- **Optimized geophysical algorithms by using SSE2/AVX, performance improved by 20%**
- Performance profiling using Intel vTune and investigated performance bottleneck
- Created fast instrumentation and tracing library to collect performance data during execution for C/C++
- Mentored interns from Tsinghua HPC lab on performance optimization
- Refactored legacy code and added tests on code base of total lines of code > 20M
- Responsible for feature development, bug fixing and field support

2013/1 - 2014/12, Maxwell Environment Team

I made CI system distributed and run faster.

- Designed and implemented continuous integration system, aiming for distributed and cloud-based
- Introduced Pester as PowerShell unit test framework, hosted reading club & coding Dojos to help colleagues learn TDD & PowerShell
- Hosted various coding Dojos inside company, presented in internal workshops and events

2012/4 - 2012/12, Maxwell Platform & Performance Team

- Investigated logging using Event Tracing for Windows, to collect runtime information and better logging performance
- Accelerated build performance with distributed compilation softwares
- Helped team as Scrum Master; hosted coding Dojos every week to improve TDD, OOAD skills, and to learn other programming languages

2011/8 - 2012/3, Maxwell DataPrep Team

- Developed & maintained Maxwell framework data processing component
- Developed Re-Compute Robot, to do both parallel & sequential computation base on same data set, for data validation & performance benchmark

CYOU .Inc, cyou.com, Game Developer, 2010 - 2011

- Feature development of item, family, ladder and PVP system
- Improved font rending performance
- Implemented C# delegate style event system, supporting asynchronized method invocation
- Created Lua script template for generic item operation
- Developed game robot for pressure test, extensible via Lua

Open Source Projects

- 2015 - OpenVML: Open-sourced version of Vector Math Library, focused on high performance. Collaboration project.
  https://github.com/xianyi/OpenVML
- 2013 - LifeGame: A demo in Schlumberger C++ workshop on vecterization. Conway's Game of Life implemented in various ways: raw loop, OpenMP, Intel IPP, Intel TBB, GLSL Shader
  https://github.com/xinhuang/HelloCinder/tree/master/LifeGame

Publications and Presentations

- Co-organizer of Global Day of CodeRetreat Beijing 2013, 2014 & 2015
- Coding Dojo project for state/strategy pattern, used in internal sessions
  https://github.com/xinhuang/StatePattern

Education

- 2010 - B.S. in Computer Science, Beijing University of Posts & Telecommunications

Last update at May. 31, 2016. Latest resume can be found here|pdf.