

# ***Xin Huang***

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GitHub: [<https://github.com/xinhuang>]

StackOverflow: [<http://stackoverflow.com/users/2190129/xin-huang>]

- Continuous learner
- Enthusiastic programmer
- Coding Dojo organizer

## ***Technical Overview***

- Work with C++ for more than 3 years, reversed C++ generated binary
- Programming languages: C# (familiar w/ WinForm .NET, able to read MSIL), Scala, x86 ASM, Lua, Ruby
- Experience with parallel programming
- Finished Scala & reactive programming on Coursera
- Familiar with TDD, OOAD; enjoy organizing/attending coding Dojos
- Familiar with CI tools like Jenkins, NAnt, etc

## ***Work Experience***

**BGC, Schlumberger, [slb.com](http://slb.com), Software Engineer, Since 2011**

### **Since 2013/1, Maxwell Environment Team**

- Introduced Pester as PowerShell unit test framework, hosted reading club & coding Dojos to help colleagues learn TDD & PowerShell
- Involved in CI system re-architecture and implementation, aiming a distributed "Cloud-based" CI build system, to improve resource utilization & reduce deployment
- Deployed CI system, including incremental/private/feature/clean build with unit/integration test running for each build
- Migrated code base from VS2008 to VS2012 (C++/C# LOC >= 2M)
- Hosted various coding Dojos inside company, presented in internal workshops and events

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

- Investigated logging with Event Tracing for Windows, for runtime tuning and better system performance with dynamic logging option
- Built baseline with distributed compilation software to reduce compilation

time

- Developed software usage log analysis tool, to automatically collect & analyze usage data, and generate Excel report
- 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
- Technologies include OpenMP, C# TPL and SQLServer

### **CYOU .Inc, [cyou.com](http://cyou.com), Game Developer, 2010 - 2011**

- Implemented C# delegate style event system, supporting asynchronized method invocation
- Individually investigated & fixed a Heisenbug bogged down release for weeks
- Improved font rendering performance
- Created Lua script template for generic item operation
- Developed game robot for pressure test, extensible via Lua
- Feature development of item, family, ladder and PVP system

## ***Open Source Projects***

- 2013 - LifeGame: A demo in SLB C++ workshop on verterization. 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>
- 2013 - NAntFind: A declarative style dependency management plugin for NAnt, inspired by CMake  
<https://github.com/xinhuang/NAntFind>
- 2011 - mUI: A C++ prototype UI framework adopting WinForm convention  
<https://github.com/xinhuang/mUI>

## ***Publications and Presentations***

- Co-organizer of Global Day of CodeRetreat Beijing 2013
- 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