

Shuai Yuan

Mobile game developer in Xinyoudi Studio, Leqee Company

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Education

- Master in Computer Science, National Tsing Hua University, Taiwan, 2014 (GPA: 4.23/4.3).
- Bachelor in Computer Science and Technology, Zhejiang University, China, 2012 (GPA: 3.84/4.0).

Honor and Awards

- Honor:
 - outstanding employee in Leqee Company, 2014–2015.
 - outstanding student in Zhejiang University, 2008–2009, 2009–2010, 2010–2011.
- Scholarship:
 - Hong Hai/Foxconn scholarship, 2012–2013.
 - Second prize of outstanding student scholarship and scholarship for academic, 2010–2011.
 - Third prize of outstanding student scholarship and scholarship for academic, 2009–2010.
 - Second prize of outstanding student scholarship and scholarship for academic, 2008–2009.
- Awards:
 - Outstanding thesis paper among undergraduate students, 2012.
 - Second prize of Zhejiang University-Intel Embedded Online Contest, 2010.
 - Third prize of Zhejiang University ACM Programming Contest, 2009.
 - Second prize of Zhejiang Province Calculus Contest, 2009.

Career Experiences

- Mobile game developer in Xinyoudi Studio, Leqee Company, 2014/7–current.
 - Join a startup team and develop a 2D game (now available on Google Play and App Store).
 - Get my hands dirty on frontend development using `cocos2d-x` and `quick-cocos2d-x`, also have backend development experience using `OpenResty`.
 - My main contributions include:
 - * Trace errors and crash, work on fixing or workarounding upstream bug, some of the patches are accepted by quick-cocos2d-x ([PR#407](#), [PR#438](#), [PR#440](#)).
 - * Customize UI widgets, some of them are available on Github: `GridView`, `irregular button`, and `quickx-extensions`.
 - * Multiple modules including battle.

Project Experiences

- GPU-RSCode: a GPGPU approach to accelerating Reed-Solomon codes for fault-tolerance in RAID-like system, 2012/12–2014/5.
 - Written in CUDA C/C++. Source code and documents are available under GPLv3: <https://github.com/yszheda/GPU-RSCode>
 - We present an optimized GPU implementation of Reed-Solomon Codes, which can achieve a speedup of 14.71 over the current best CPU implementation **Jerasure**.
- assertion-verification: automated compile-time constraint verification for databases based on the weakest precondition and predicate transformer approaches, 2011/9–2012/3.
 - Written in Ocamllex and Ocamllyacc, use program verification platform **Why3**. Source code is available on Github: <https://github.com/yszheda/assertion-verification>

I have made some contributions to the following open-source projects:

- multi-platform game framework: **cocos2d-x** and **quick-cocos2d-x**.
- octopress plugin: octopress-syncPost (**PR#8** & **PR#9**, one accepted).
- openresty-devel-utils (a simple patch **PR#9**, accepted).
- Python wrapper for extended filesystem attributes: **xattr** (a simple patch **PR#8**, accepted).

Research Experiences

- Lab member of Large-scale System Architecture (LSA) Lab, National Tsing Hua University, 2012–2014: work on “Accelerate Reed-Solomon Codes on GPUs” under the supervision of Prof. Jerry Chou.
- Research intern in LRI (Laboratoire de Recherche en Informatique) of the University of Paris XI, France, 2011,10–2012,4: work on “automated constraint verification for databases” under the guidance of Prof. Véronique Benzaken and Prof. Évelyne Contejean.
- Lab member of Microsoft Visual Perception Laboratory of Zhejiang University, 2010–2012: work on “scene audio recognition of images” under the supervision of Prof. Mingli Song.

Skills

- Programming Language: C, C++, Lua, Verilog HDL, script(mainly bash), etc.
- Framework/API: cocos2d-x, quick-cocos2d-x, CUDA, MPI, etc.
- Version Control Tools: git, svn (As a git fan, now I prefer git-svn instead XD).
- IDE: Eclipse, Visual Studio, Xilinx ISE, XCode, etc. (Now I use the editor vim instead XD)
- Documentation: \LaTeX