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

- Scholarship:

    - Second prize of outstanding student scholarship and scholarship for academic, 2008–2009.
    - Third prize of outstanding student scholarship and scholarship for academic, 2009–2010.
    - Second prize of outstanding student scholarship and scholarship for academic, 2010–2011.
    - Hong Hai/Foxconn scholarship, 2012–2013.

- Honor: outstanding student, 2008–2009, 2009–2010, 2010–2011.

- Awards:

    - Second prize of Zhejiang Province Calculus Contest, 2009.
    - Third prize of Zhejiang University ACM Programming Contest, 2009.
    - Second prize of Zhejiang University-Intel Embedded Online Contest, 2010.
    - Outstanding thesis paper among undergraduate stundents, 2012.

Career Experiences

- Frontend 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`.
    - 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 (`PR407`, `PR438`).
        * Customize UI widgets, some of them are available on Github: GridView, irregular button, and `quickx-extensions`.
        * Improve frontend UI workflow for better performance.
        * Multiple modules, e.g. BattleReport, SummonHero, PowerupHero, WorldMapScene, SocialScene, HeroScene.

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.
- assertion-verification: implementation of the thesis "automated constraint verification for databases", 2011/9–2012/3.
    - Written in Ocamllex and Ocamlyacc. Source code is available on Github: `https://github.com/yszheda/assertion-verification`

For more projects, please refer to my profile on:

- Github: `http://github.com/yszheda`
- Google code: `https://code.google.com/u/yszheda@gmail.com/`

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 supervison 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 supervison of Prof. Mingli Song.

Skills

- Programming Language: C, C++, Lua, Matlab/Octave, Verilog HDL, Shell script(mainly bash), Ocaml.
- Framework/API: cocos2d-x, quick-cocos2d-x, CUDA, MPI, OpenGL (I have some experience on OpenGL ES, but currently I'm still a beginner), etc.
- Operating System: GNU/Linux (proudly using ArchLinux), Windows.
- Version Control Tools: git, svn (As a git fan, I use git-svn instead XD).
- IDE: Eclipse, Visual Studio, Xilinx ISE.
- Documentation: LaTeX