

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).

Research Experiences

- Lab member of LSA (Large-scale System Architecture) Lab, National Tsing Hua University, 2012–2014: work in the field of Cloud Storage System, Erasure Codes and GPGPU under the supervision of Prof. Jerry Chou. I was the TA of the CUDA lab class in my supervisor’s “Parallel Programming” course.
- 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.

Career Experiences

- Heterogeneous Parallel Computing Engineer, Unicorn Technology, 2017/7–current.
 - My contributions in Glass Flaw Detecting Project:
 - * Parallelize previous phone-glass flaw detecting implementation from 10s+ per glass to 1.2s.
 - * Implement GPU version of car-glass flaw detecting. We have archived 5-6s for detecting flaws for each car glass.
 - * Accelerating Connected Component Labeling using CUDA.
 - * Optimize Morphology Erode/Dilate. In our cases, my implementation have gained 3-8 speedup compared to Nvidia NPP library.
 - My contributions in FPGA Smart Camera Project:
 - * Implement fixed-point quantization of Convolutional Neural Networks in C/C++ for verification.
 - My contributions in Mobile Face Detecting Project:
 - * Optimize YUV/RGA conversion, rotation etc. in RenderScript.
 - Now I am working on improving the performance of our Dynamic Face Recognition and Tracking System.
- Mobile game developer in Xinyoudi Studio, Leqee Company, 2014/7–2017/5.
 - Join a startup team and develop a 2D mobile game (now available on Google Play and App Store).

- As a leading client developer, I get my hands dirty on development using **cocos2d-x** and **quick-cocos2d-x**. Besides, I also take part in server development 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.
 - * Write **Bash** or **Python** scripts for automate work flow, sorting and distribution of errors and crashes, server API press test, etc.
 - * Develop multiple modules in our game.
 - * Use **Docker** for quick deployment and scaling up.
 - * Code review of our client source code.

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/yszbeda/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.

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).
- Utilities for nginx module development **openresty-devel-utils** (a simple patch PR#9 for lua-releng, accepted).
- Python wrapper for extended file system attributes: **xattr** (a simple patch PR#8, accepted).

Skills

- Programming Language: **Lua**, **C**, **C++**, **Bash**, etc.
- Framework/API: **CUDA**, **MPI**, **cocos2d-x**, **quick-cocos2d-x**, **OpenResty**, etc.
- IDE/Programming Tools: **XCode**, **Eclipse**, etc. (I use **Vim** as an editor, use **automake** to build my own project, have experience with **gdb**, **valgrind**, **gprof**, **cuda-gdb**, **cuda-memcheck**, **nvprof**, **adb**, **ndk-stack**, etc.)
- Operating System: **GNU/Linux** (Ubuntu, Debian, now I'm using ArchLinux).
- Version Control Tools: **git**, **svn** (As a git fan, now I prefer **git-svn** instead XD).
- Documentation: **L^AT_EX**

Honor and Awards

- Honor:
 - Bravo Award in Unicorn Technology Company, 2017–2018.
 - 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.

Interests

- violin, Classical music, badminton, hiking, table tennis