Yu-Ching Chen

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Education

University of Toronto St. George Campus   class of 2016

    Hons. B.Sc.
    Computer Science Major (computer systems focus)

Professional Experience
IBM Systems (Platform LSF)
Staff Software Developer   Jan 2018-Sept 2019
Advisory Software Developer   Sept 2019-Present
Notable projects

- ➔ Designed and implemented projects around hybrid cloud component of LSF. LSF Resource Connector interacts with Google cloud, Microsoft Azure, Softlayer, Openstack for external high performance computing needs.
- ➔ Oversee a team to design and implement new distributed architecture from the ground up.
- ➔ Designed and implemented new protocols for communication between the multiple daemons of LSF. Dealing with synchronization, information encode/decoding, scalability and deadlock/multi-process problems.
- ➔ Formulated and implemented an algorithm to normalize a weighted tree for absolute priority scheduling of users.
- ➔ Attended many meetings with customers to work out an amicable solution and keep them updated with the progress.
- ➔ 3 Patents filed to the US patent office.

General

- ➔ Major involvement ensuring the quality of each release.
- ➔ Working on a large codebase, implementing features and finding solutions to problems in c, using linux system libraries. All solutions implemented conforms to backward compatibility, especially considerate with partial updates on different versions of client and server sided binaries.
- ➔ Exposure to different compiler and kernel standards as a result of the enterprise software that supports Windows, Linux, ARM64, ppc64le, Solaris, HP-UX, AIX64, CrayX, MacOS environments.
- ➔ Always have a can-do attitude, not afraid of asking questions and collaborating with other developers to ensure the best solutions by comparing advantages and shortcomings.
- ➔ Takes the time to explain the design and the idea to quality assurance and internal documentation team, making sure test cases are complete and internal documentation is accurate.
- ➔ Extensive use of GDB to debug various platforms from x86-64, ppc64le, ARM64.

Software Developer   Jan 2017-Jan 2018
Internal Tools

- ➔ Working in distributed systems, creating tools to help QA and reading large codebase to get better acquainted with 25 years of features.
- ➔ Explored c and c++ linker options to Implement stress programs and test frameworks interacting with LSF's c Apis in c++.
- ➔ Wrote many scripts in bash and python to automate many everyday tasks.