# **Dr. Po-Hsun Tseng**

6+ years experience of large-scale software development with C programming on the Linux system throughout my Ph.D. journey.

Seeking a challenging and rewarding opportunity with low-level system programming (eg. device driver, Linux kernel, CPU architecture) to apply my skills at a fabless company.



## CONTACT

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Hsinchu, Taiwan

https://github.com/zengbs

## **SKILLS**

## **Programming**

**Bash scripting** System programming **CUDA** 

**Pvthon** 

## **Operating System**

Linux - user

Linux - kernel 

Architecture

**ARM** architecture

## Software & Tools

Git Vim Gdb Valgrind

# Languages

Chinese (native) **English - writing English - speaking** 

**English - listening** 

**English - reading** 

## **EDUCATION**

**6** 08/2016 - 06/2022

Ph.D. in Computational Physics National Taiwan University, Taiwan

- ullet Developed and implemented a new algorithm to reduce numerical error by  $10^6$  compared to conventional one. See Fig. 16 in (https://arxiv.org/abs/2012.11130).
- Designed a new approach to further promote the robustness of GAMMER. The new approach was adopted in the research project led by Dr. Kuo-Chuan Pan from Tsing Hua University. See the merged branch: (https://github.com/gamer-project/gamer/pull/60)
- Worked on improving the GAMER collaborated with Dr. Tzihong Chiueh and Dr. Hsi-Yu Schive. See the Section References.
- A main contributor of the gammer-project on GitHub. See: (https://github.com/gamer-project/gamer/graphs/contributors)
- Built NIS, NFS, and Linux cluster from scratch with colleagues and worked with Dr. Hsi-Yu Schive to bootstrap simulations for research.

# **WORK HISTORY**

**12/2014 - 01/2016** 

Circuit designer **♥** TDK corporation, Singapore Design the circiut of surface acoustic wave(SAW) filters

**6** 08/2013 - 08/2014

Military Service

### **EDUCATION**

**1** 09/2011 - 07/2013

♥ National Taiwan University, Taiwan

M.Sc. in Physics

**1** 09/2006 - 07/2011

**♀** National Central University, Taiwan

**B.Sc.** in Mathematics

## **SOFT SKILLS**

Nonverbal communication Open mindedness Active listening **Patience** Mutual respect Teamwork **Brainstorming** 

Collaboration

## **GENERAL SKILLS**

Numerical algorithm Large-scale project cscope makefile

**GNU** autotools

## **PUBLICATIONS**

An adaptive mesh, GPU-accelerated, and error minimized special relativistic hydrodynamics code

Po-Hsun Tseng, Hsi-Yu Schive, Tzihong Chiueh

Monthly Notices of the Royal Astronomical Society Vol. 504, pp. 3298-3315
https://arxiv.org/abs/2012.11130

The symmetry problem of the Fermi and eROSITA bubbles: A proof-of-concept study
Po-Hsun Tseng, Hsiang-Yi Karen Yang, Hsi-Yu Schive, Chun-Yen Chen, Tzihong Chiueh

2022 preprint

## **TALKS**

• An adaptive-mesh, GPU-accelerated, and optimally error-controlled special relativistic hydrodynamics code Oral (remote), American Center for Physics College Park, U.S.A

Mar. 2021

A new and accurate code for simulating special relativistic hydrodynamics
 Oral, Annual Meeting of the Physical Society of Taiwan, NPTU.

Feb. 2020

### REFERENCES

- Please send an appointment letter to request a call. 😃
- Dr. Tzihong Chiueh

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