ZHAO XIFENG RESUME

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General experience

1. 8 years software developing experiences for large scale commercial Autodesk inventor.
2. The software tools that I am proficient: C++, STL, git, visual studio
3. The software tools that I have limited practice: Boost, Qt, JIRA, Gerrit, linux and Perforce.
4. I am good at researching for new problems. An example is that I learned the artificial neural technology thoroughly by myself by reading book and a lot of papers and writing some code; so that I am now very clear about the details of CNN technology.

Employment Experiences

1. Nov. 2003 ~ Jan. 2011, 8 years of working at Autodesk
2. Jan. 2011 ~ today, nearly 6 years of working at AVIAGE

Some Project Experiences

1. **Point Cloud:** It was an Autodesk research project. The target of this project was to research the point cloud process technologies and leverage Autodesk product family to support point cloud process functionalities. The project produced a lot of good results which included automatically plane extraction, cylinder extraction, sphere extraction and semi-produce the drawing of the point cloud. The distributed computing and rendering technologies are implemented in this research project. The OCTREE and KD-tree are both implemented for fast search near points of a given point. And also the HOUGH transform and MEAN SQUARE LEAST fitting algorithm are implemented to extract lines, circles, planes, spheres and cylinders.
2. **Shrink wrap:** It is an Inventor source code project. The project target was to make large Inventor assembly file size lightweight and protect the intelligent property by hiding the detail information. The trick is to use rendering technology cleverly, so that an assembly can be captured from the visible surface by discarding the inside structure information.

Education Background

- During 1999~2003, I achieved the Bachelor of Science for Mathematics in Northwestern Poly technical University of China.
- Time management training at work
- Agile Scrum training at work
- Presentation skills training at work
- Self-learned artificial neural network technology
- Self-learned network communication technology
- Learned computer graphics technology at work