

**OBJECTIVE** A position in the field of computer with special interests in graphic, media or driver.

**EDUCATION** *Master of Computer Science*  
University of ABC  
200X ~ 200X  
  
*Bachelor of Computer Science*  
University of ABC  
199X ~ 200X

**EXPERIENCE** **XXX R&D Ltd, Shanghai, PRC** **July 200X ~ Present**

- *Windows Graphic Driver Developer* 200X ~ Present
  - **Over** five years graphic driver development experience on Vista/Win7/Win8 for four hardware platforms.
  - **Focus** on media module(DXVA2); understand popular media players' pipeline.
  - **Known** Windows Display Driver Mode(WDDM) very well; delivery the training multiple times for dozens of audiences
  - **Master** at various diagnostic tools: Windbg, Xperf, GpuView, Vtune ...
- *C Compiler Validation* 200X ~ 200X
  - **Maintain** automatic testing system used by more than hundred persons and containing 20k+ test cases.
  - **Design** test cases for optimized code debugging feature of the compiler. The compiler is designed for an embedding platform. It's impossible to load un-optimized binary in its limited memory, so the compiler has to support debugging optimized code.

**SKILLS**

- C
- C++<sup>1</sup>
- Windbg, GpuView, Vtune
- Intel IA-32 Architectures
- DirectX Video Acceleration(DXVA)
- Windows Display Driver Model(WDDM)

**FAVOURITES<sup>2</sup>**

- Go
- Lua
- Python
- Haskell
- CUDA, OpenCL

<sup>1</sup> C++ is a horrible language. No body can master it, I'm just no bad. I don't know Templates and C++11.

<sup>2</sup> My favourites are skills that I'm not professional at, but feel interesting. I'm learning or going to learn them, so it would be a plus to me if new position uses them