

Peng LIU

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SUMMARY

- 3+ years using C in linux environment; Good knowledge of gcc, gdb, autotools and related tools.
- 2+ years experience in embedded graphics, particularly familiar with MiniGUI.
- 1 year experience of project management with the team of 5 persons.
- Good knowledge of GNU cross-compiler environment for ARM/MIPS.
- With good read/written English; Past CET-6 test.

EDUCATION

- July 2005 **SHANDONG UNIVERSITY OF SCIENCE AND TECHNOLOGY** Qingdao, Shandong
Master of Science in Computer Science
- Visiting student at the Institute of Geographical Sciences and Natural Resources Research, Chinese Academy of Sciences. (2003-2005)
- July 2002 **SHANDONG UNIVERSITY OF SCIENCE AND TECHNOLOGY** Tai'an, Shandong
Bachelor of Computer Science
- SDUST Student Scholarship for Academic Excellence (first prize) in three consecutive years

EXPERIENCE

- 2006-2008 **BELJING FEYNMAN SOFTWARE TECHNOLOGY CO.,LTD.** Beijing
Senior Software Engineer, R&D Division
- Developed MiniGUI resource management modular in C. Provided universal API for user to transparently access to built-in/non-built-in system resource such as pictures, icons, cursors, fonts, etc. Designed a resource buffer cache to improve system response time and throughput.
 - Implemented MiniGUI bitmap font support in C. A bitmap font is one that stores each glyph as an array of pixels (that is, a bitmap), whose advantages include extremely fast and simple to render, giving exactly the same output, easier to create than other kinds.
 - Developed MiniGUI look & feel modular in C which provided a distinctive platform-independent appearance and standard behavior and allowed user to customize the nonclient area of MiniGUI application by some API.
 - Implemented ISO 8859-6 / ISO 8859-8 charset support in MiniGUI and on the base of which implemented Arabic and Hebrew BiDi text display and input.
 - Developed a virtual framebuffer in C and GTK+ which allowed MiniGUI/Embedded program to be developed on desktop machine.
 - Optimized a geography information system for embedded system. Applied a 2D affine transformation to improve map data processing speed. And successfully ported the system from x86 platform to MIPS platform.
 - Managed a C development project of a PMP (Portable Multimedia Player) solution built on MiniGUI from project scheduling and supervision, internal reporting to client liaisoning with the team of 5 staff member.
- 2005-2006 **LEGENDSOFT INTERNATIONAL TECHNOLOGY LTD., LENOVO GROUP** Beijing
Software engineer, Energy Software Research Laboratory
- Built a 10-core-linux PC-cluster for seismic imaging of complex, oil bearing geologies using Red Hat Enterprise 5 and MPICH. Responsible for daily maintenance.
- 2003-2005 **CHINESE ACADEMY OF SCIENCES**
THE INSTITUTE OF GEOGRAPHICAL SCIENCES AND NATURAL RESOURCES RESEARCH Beijing
Visiting Student, State Key Lab of Resources and Environmental Information System
- Developed a remote sensing image database in VC++ which implemented fast query and retrieval of massive remote sensing image data that stored images and metadata in Oracle 9i database. This work was published in Geo-Information Science (7)2 (in Chinese).