

TESLA ICE ZHANG

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🎓 EDUCATION

ChengDu Foreign Languages School (CDFLS), Chengdu, China 2015.9 – Present

👥 EXPERIENCE

FriceEngine series Aug 2016 – Present

Kotlin, C#, Racket, Ruby Founder and main contributor to the Kotlin/C#/Ruby version

<https://github.com/icela/FriceEngine> – A multilingual, natively-written, easy-to-use game engine.

- Easy to use, just to implement life cycle methods and use the super-convenient APIs.
- Easy to install, based on the built-in GUI framework of each language.
- A JavaFX-based drag-and-drop GUI designer, generates multilingual codes for each language.

The Lice programming language Feb 2017 – Aug 2017

Kotlin, Java Founder and main contributor

<https://github.com/lice-lang/lice> – A scalable programming language running on JVM.

- Support lazy (call by need) / macro (call by name) / strict (call by value).
- A development kit, a command-line REPL with code completion.
- Perfect interaction with JVM languages.

♡ ACHIEVEMENTS

1 kyu on CodeWars, ranked #39, primarily in Haskell Aug. 2017

⚙️ SKILLS

- Programming languages: **multilingual dev, not limited to any specific language**, but mostly experienced in Java/Kotlin/Dart/C#
- Compilers: familiar with LLVM IR, backend optimizations (inline, expression splitting, etc.)
- Kotlin: **2 years of experience**, 4 projects collected on Awesome Kotlin
- Familiar Platforms: Java SE & JNI & Android, Flutter & Fuchsia, JetBrains MetaProgrammingSystem

📄 MISCELLANEOUS

- Blog: <http://ice1000.org/>
- GitHub: <https://github.com/ice1000> help to improve many opensource projects (Ruby/Tk, Code-wars.com, awesome-kotlin)
- StackOverflow: <http://stackoverflow.com/users/7083401/ice1000>
- Languages: English - Fluent, Chinese - Native speaker
- Academic Interests: Programming Languages Theory, Language-Oriented Programming (MPS), Functional Programming (Haskell, Scala)
- Industrial Interests: Mobile Developing (Android, Fuchsia), Anything related to Compilers (Parsers, CFA, optimizations, LLVM)