

# Abel Yagubyan

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## EDUCATION

**University of California, Berkeley**

**Aug 2018 - May 2022**

Berkeley, California, United States

*Computer Science and Applied Mathematics (Concentration in Computer Science) - B.A.*

**Northwestern University**

**Sep 2022 - June 2023**

Evanston, Illinois, United States

*Computer Science (Concentration in Distributed Systems and Machine Learning) - M.S.*

## CURRENT/PRIOR ENGAGEMENT

**Fibonia - Co-Founder and Back-end/Front-end Engineer**

**May 2019 - Oct 2020**

Remote

- Co-Founded and programmed the source code for *Fibonia* - an AI service that aggregates information from multiple sources onto a single feed, giving users a stream of curated, relevant and fact-checked information on the topics in favor. Used various languages such as Swift, PHP, C#, Python, Flask, and MongoDB to produce the platform and its source code.

**Lawrence Berkeley National Laboratory – Project Contributor**

**June 2022 - Present**

Berkeley, CA

- Working with the Pagoda Project team at Lawrence Berkeley National Laboratory on UPC++, a C++ library providing classes and functions that support Partitioned Global Address Space (PGAS) programming, to:
  - Develop and deploy automated performance regression testing for UPC++ and GASNet, a language-independent, networking middleware layer that provides network-independent, high-performance communication primitives including Remote Memory Access (RMA) and Active Messages (AM).
  - Implement benchmarks in UPC++ (e.g. OSU micro-benchmarks, Parallel Research Kernels, Bale benchmarks) and compare to other libraries such as MPI and SHMEM.

**Apple – Software Engineer Intern**

**May 2021 - Aug 2021**

Remote

- Interned for Apple's HBCU Scholar's Program, implementing the source code and providing Computer Architecture - based projects (i.e. SIMD, OMP, etc.) to students at Historically Black Colleges/Universities.

**Northwestern University's Prof. Guo – Research Assistant**

**June 2022 - Present**

Berkeley, CA

- Working with Professor Dongning Guo on project titled as "Reinforcement Learning for Scheduling, Power Control, and Rate Adaptation in Cellular Networks" to speed up project simulations with the help of GPU programming.

**UC Berkeley's Prof. Garcia – Research Assistant**

**June 2019 - May 2022**

Berkeley, CA

- Designed and implemented an interactive RISC-V compiler, an open standard instruction set architecture based on established reduced instruction set computer principles, on an examination platform using Python, JS, and Docker.

## SELECTED COURSEWORK

- COMPSCI 188 - Artificial Intelligence
- COMPSCI 189 - Machine Learning
- COMPSCI 267 – Applications of Parallel Computers
- COMPSCI 294-82 - Machine Learning on Multimedia Data