# Aleksandar Krastev

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• https://alexalex.xyz

• https://github.com/Alaxe

#### Education

#### Massachusetts Institute of Technology

EXPECTED JUN 2023

• Pursuing M.Eng. and B.S. in Computer Science

GPA 5.0/5.0

• Past courses: Computer System Architecture, Secure Hardware Design, Advanced Data Structures, Distributed Systems, Theory of Computation, Software Construction, Algorithms for Graphs and Matrices.

# **Experience**

#### MIT / Graduate Research Assistant

JUN 2022-PRESENT

• Co-lead the development of an efficient, easy-to use FHE compiler (under submission).

#### MIT / Undergraduate Researcher

JAN 2021–MAY 2022

• Helped design the state-of-the-art FHE hardware accelerators (*CraterLake* and *F1*).

## Amazon.com / Software Development Engineering Intern

Jun 2021–Aug 2021

• Worked on the Amazon Halo mobile using React Native and TypeScript.

### QuantCo / Software Engineering Intern

Jun 2020-Aug 2020

• Migrated Random Forests model training and validation from R to Python using rpy2.

## Bulgarian Informatics / Instructor & Problem Author

Aug 2017 - Jul 2020

- Developed 2 tasks for contests with 75+ participants from 7 countries.
- Prepared 3 lectures on data structures and algorithms for Bulgaria's top 20 students.

# **Publications**

CraterLake: A Hardware Accelerator for Efficient Unbounded Computation on Encrypted Data. N.Samardzic, A. Feldmann, A. Krastev, N. Manohar, N. Genise, S. Devadas, K. Eldefrawy, C. Peikert, D. Sanchez, 49th International Symposium in Computer Architecture (ISCA-48), June 2022

F1: A Fast and Programmable Accelerator for Fully Homomorphic Encryption. A. Feldmann, N. Samardzic, A. Krastev, S. Devadas, R. Dreslinski, C. Peikert, D. Sanchez, 54th annual IEEE/ACM international symposium on Microarchitecture (MICRO-54), October 2021 (IEEE Micro's Top Pick for 2022)

# **Independent Projects**

**Nitwit** Compiler for a made-up programming language (C++)

**retropq** Priority queue that can change past operations in  $O(\log n)$  (Python)

**Gemini** Co-op puzzle platformer with real-time multiplayer (JavaScript)

**Stealth** 2D game of sneaking past guards; computes visible regions in  $O(n \log n)$  (JavaScript)

#### **Awards**

**Gold medal** (24th of 335) International Olympiad in Informatics, 2018 **Silver medal** (29th of 150) European Physics Olympiad, 2019