

Haolan Liu

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EDUCATION BACKGROUND

College of Information Science & Electronic Engineering, Zhejiang University

Bachelor of Engineering in Electrical Engineering (GPA 3.57/4.0)

09/2014 - 06/2018

University of California, San Diego

Master of Science in Computational Science (GPA 3.74/4.0)

09/2018 - Present

Research Experience

Undergraduate Research Assistant

Making a full-fledged and high-performance rendering system that integrates many classic and state-of-art rendering algorithms in recent years, written in C++.

09/2017-03/2018

Graduate Research Assistant, Non-volatile Systems Lab, UCSD

Doing research in the persistent memory system and machine learning

03/2019-Present

Graduate Research Assistant, WukLab, UCSD

Doing research in building serverless platform on LegoOS, a disaggregated operating system

10/2019-Present

Publication

•Coda: A Neural-based Program Decompiler

<http://papers.nips.cc/paper/8628-coda-an-end-to-end-neural-program-decompiler>

Accepted to NeurIPS 2019

•ColocNAS: Exploring Wired Patterns in Neural Networks for Model Parallelism

In submission to CVPR 2020

•Using Static Analysis to Find Non-Volatile Main Memory Programming Bugs

In submission

WORK EXPERIENCE

Game Developer Intern

11/2017 – 04/2018

Thunder Fire & Pangu Division, Netease Games

- Implementing some top conference paper in geometry processing and rendering
- Developing and optimizing the rendering module in Messiah Game Engine

Graduate Teaching Assistant

01/2020 – Present

CSE 291J Virtualization course provided in UCSD