# **Nicholas Baron**

Lancaster, CA 93536 | (661) 802-8846 | nicholas.baron.ten@gmail.com https://github.com/Nicholas-Baron | https://nicholas-baron.github.io https://www.linkedin.com/in/Nicholas-Baron-Ten

#### **Education**

California State Polytechnic University, Pomona

Will Be Completed December 2022

Master's of Science in Computer Science

California State Polytechnic University, Pomona

Completed December 2020

Bachelor of Science in Computer Science (GPA: 3.8)

Relevant Coursework:

Data Structures and Advanced Programming, Design and Analysis of Algorithms, Compilers and Interpreters Parallel Processing, Computer Organization and Assembly Programming, Multivariable Calculus

## **Work Experience**

#### Compiler Intern, Xilinx/AMD, CA

May—August 2022

- Developed and tested libXAIE to AirBin pipeline
- Contribute AirBin lowering to MLIR-AIE

### Compiler Intern, Wind River Systems, CA

June—December 2021

- Shipped an updated version of Rust for VxWorks
- Ported an open-source implementation of UbSan for the Diab7 compiler

#### **Software Engineering Intern**, Murcal, Inc., Palmdale, CA

May—August 2019

- Developed and documented a framework that will be used on future embedded systems
- Created and designed multi-threaded features from feedback given by team members
- Worked in a semi-independent development role to iterate on the project

## **Extracurricular Projects**

little-lang Fall 2019

- Used third-party tools to assist in building and generating code for the project
- Researched compiler concepts related to the project, improving the code from said research
- Improved project specification after project had begun, adding comprehensibility
- Documented accepted language with example code and used examples for testing

#### Prime\_Finder\_2 Spring 2019

- Developed models to better understand parallel processing concepts
- Implemented a safe multithreading model for scalability
- Optimized multithreaded code to improve perceived performance

#### COG-Engine Spring 2019

- Published API documentation and examples for users of the project
- Extended already existing free software to allow custom functionality
- Used tools which support multiple platforms for ease of distribution

#### **Technical Skills**

- C++
- Rust
- Haskell
- Java

- Linux (Debian, Ubuntu)
- Shell Scripting (Bash)
- make
- CMake

- git / GitHub, Bitbucket
- Microsoft Visual Studio
- LATEX
- Assembly (MIPS)