

William Liu

☎ (608) 886-3074 // ✉ me@williamliu.me // 🌐 www.williamliu.me

Bio

I am a software engineer, as well as a computer scientist and cognitive scientist.
I find that I am broadly interested in high performance computing, domain-specific compilers, reconfigurable architectures, theoretical neuroscience, deep learning, and teaching.
For a shorter overview, please check out my resume at: williamliu.me/Rez_U_May.pdf

Updated: Mar 26, 2021

Education

The University of Texas at Austin // Austin, Texas
M.S. Computer Science

May 2023 (Expected)

Carnegie Mellon University // Pittsburgh, Pennsylvania
B.S. Cognitive Science, Minor in Computer Science
Alpha Epsilon Pi Fraternity
Research Advisor: Saugata Ghose

May 2020

University of Wisconsin—Madison // Madison, Wisconsin
High School Dual Enrollment in Applied Mathematics and Engineering Physics

May 2016

Professional Experience

SambaNova Systems // Palo Alto, California
Software Engineer

June 2020 – Present

- Designed and optimized architecture-specific high-throughput convolution operators
- Built optimizing compiler for machine learning and high-performance computing applications, and designed and implemented dataflow graph optimizations algorithms

Nvidia // Santa Clara, California
Deep Learning Software Intern

May 2019 – August 2019

- Machine learning model compression for custom embedded processor

Uber // Pittsburgh, Pennsylvania
Software Engineering Intern

May 2018 – August 2018

- Message passing protocols in a distributed operating system

Skills

Programming Languages:

C, C++, Python, SML, TypeScript, JavaScript, MATLAB, Octave, R, OCaml

Machine Learning:

Tensorflow, Keras, High-Resolution Image Processing, Semantic Segmentation

Frameworks and Tools:

LLVM, Cuda, OpenMP, Open MPI, Unix, Git, Perforce

Web Development:

GraphQL, React, MySQL, PostgreSQL, NextJS, Urql, TypeORM, AWS, DigitalOcean, Vercel, Express, MongoDB

Design:

InDesign, Photoshop, Illustrator, Adobe XD, Sketch, AutoCAD, SolidWorks, User Research

Languages:

Mandarin Chinese (Basic Professional Proficiency)

Miscellaneous:

LaTeX, Gantt Charts, Agile Software Development, Asana, JIRA

Research Experience

Computer Architecture Lab at Carnegie Mellon // Pittsburgh, Pennsylvania

Research Assistant

December 2016 – May 2020

Research Areas: Operating Systems and Memory Architecture

Research Advisor: Saugata Ghose

CMU Articulab // Pittsburgh, Pennsylvania

Research Intern

August 2017 – December 2017

Research Areas: Rapport Modeling and Human-AI Interaction

Research Advisors: Michael Madaio and Justine Cassell

Peer-Reviewed Publications

S Ghose, A G Yağlıkçı, R Gupta, D Lee, K Kudrolli, **W X. Liu**, H Hassan, K K. Chang, N Chatterjee, A Agrawal, M O'Connor, O Mutlu. **"What Your DRAM Power Models Are Not Telling You: Lessons from a Detailed Experimental Study"** SIGMETRICS 2018.

Teaching Experience

15-418 Parallel Computer Architecture and Programming // Carnegie Mellon University

Teaching Assistant (Rating: 5.0/5)

Spring 2020

15-418 "provides a deep understanding of [...] the fundamental principles and engineering trade-offs involved in designing modern parallel computing systems as well as teaches parallel programming techniques necessary to effectively utilize these machines"

85-310 Research Methods in Cognitive Psychology // Carnegie Mellon University

Spring 2020

Head Teaching Assistant (Rating: 4.5/5)

85-310 teaches students how to conduct independent research in cognitive science by designing, running, and evaluating a novel research project and writing up an extensive report

15-110 Principles of Computing // Carnegie Mellon University

Fall 2019

Teaching Assistant (Rating: 4.8/5)

Fall 2018

Teaching Assistant (Rating: 5.0/5)

Spring 2018

Teaching Assistant (Rating: 4.6/5)

Fall 2017

Teaching Assistant (Rating: 3.5/5)

15-110 is a fast-paced and broad introduction to the field of computer science from basic theory to programming techniques

Projects

Detailed descriptions for all projects can be found at: <https://williamliu.me/categories/project/>

Reducing Cache Pollution at Compile Time // Course Project, May 2020

Reduced cache pollution in large memory streaming applications by inserting non-temporal memory instructions through multiple compiler passes

Improving CNN Interpretability // Course Project, May 2019

Improve CNN kernel interpretability by guiding and extracting kernel gradient convergence results using part-templates

Parallel Galaxy Simulation // Course Project, May 2019

Built and optimized parallel galaxy simulator with a lock-free quadtree and experimented with different parallel numerical integration methods

Simon // PennApps XVIII Hackathon, September 2018

Train a robot to do a simple mechanical task by doing it yourself and the robot will mimic your actions

Top 30 Hack

Modware // PennApps XVII Hackathon, January 2018

Prototype with basic modular hardware components by controlling the “wiring” through software

2nd Place Overall, Best Hardware Hack, Hacker’s Choice Award, and Best IoT Prize

Facebook Discourse // Facebook Global Hackathon Finals, November 2017

Digitize and organize political debates in real time to streamline political media

Grand Prize out of 14 finalists from 11 different countries

ResistAR // TartanHacks 2017 Hackathon, February 2017

Augmented reality app that visualizes the voltage across and current through each component in a circuit

Grand Prize

Autonomous Ground Support Equipment // NASA’s Centennial Challenge, April 2016

Autonomous robotics system to support a rocket launch carrying payload

2nd Place as the only high school team in this college competition

Select Coursework

Mathematics and CS Theory:

Topics in Deep Learning, Topology and Modal Logic, Parallel Algorithms, Functional Programming, Machine Learning, Computational Perception, Numerical Analysis and Algebra, Theoretical Computer Science

Systems:

Optimizing Compilers, Parallel Computer Architecture, Advanced Operating Systems

Psychology:

Consciousness, Adaptive Neural Decision Making, Systems Neuroscience, Human Experience in Design, Neural Foundations of Behavior

Organization Involvement

CMU Tricking Club I highly encourage you to look up Tricking if you like gymnastics or parkour :)

Member

Co-Founder and President

January 2020 – May 2020

December 2016 – January 2020

Cognitive Science Student Advisory Board

Treasurer

Board Member

August 2018 – May 2020
January 2018 – August 2018

Scotch'n'Soda Theatre

Assistant Director for *RENT*

January 2020 – March 2020

Production Manager for *The House of Yes*

Stage Manager for *Young Frankenstein*

Stage Manager for *Heathers: The Musical*

Assistant Stage Manager for *Rosencrantz and Guildenstern are Dead*

Hair and Makeup Artist for *Murder Ballad*

January 2018 – February 2018
August 2017 – October 2017
January 2017 – April 2017
January 2018 – February 2020
September 2018 – October 2016

St. Mary's Hospital

Inpatient Volunteer

July 2013 – May 2015

Professional Affiliations

IEEE, IEEE TCuARCH, IEEE TCCA, ACM, ACM SIGARCH

Interests

Photography, Filmmaking, League of Legends, Music, Anime/Animation, Weight Lifting, Pokémon