

Alex Fuerst

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OBJECTIVE

Experienced systems engineer with experience in both low-level virtualization and OS, and high-level distributed systems looking to tackle inefficiencies and problems of modern computing environments who can analyze and communicate findings to general audiences.

EDUCATION

Computer Engineering, PhD <i>Indiana University, Intelligent Systems Engineering</i>	Expected May 2024 Major GPA 3.9
Computer Engineering, MS <i>Indiana University, Intelligent Systems Engineering</i>	Dec 2023 Major GPA 3.9
Computer Science, Bachelor of Science <i>Xavier University</i>	May 2017 Major GPA 3.6
Diploma with Honors <i>Medina High School</i>	May 2013 GPA 3.6

PUBLICATIONS

5. **Alexander Fuerst**, Abdul Rehman, and Prateek Sharma. Ilúvatar: A Fast Control Plane for Serverless Computing. *International ACM Symposium on High-Performance Parallel and Distributed Computing [HPDC] 2023*. Acceptance Rate = 21%
4. **Alexander Fuerst**, and Prateek Sharma. Locality-aware Load-Balancing For Serverless Clusters. *International ACM Symposium on High-Performance Parallel and Distributed Computing [HPDC] 2022*. Acceptance Rate = 19%
3. **Alexander Fuerst**, Stanko Novakovic, Inigo Goiri, Gohar Irfan Chaudhry, Prateek Sharma, Kapil Arya, Kevin Broas, Eugene Bak, Mehmet Iyigun, and Ricardo Bianchini. Memory-Harvesting VMs in Cloud Platforms. *International Conference on Architectural Support for Programming Languages and Operating Systems [ASPLOS] 2022*. Acceptance Rate = 20%
2. **Alexander Fuerst**, and Prateek Sharma. FaasCache: Keeping Serverless Computing Alive With Greedy-Dual Caching. *International Conference on Architectural Support for Programming Languages and Operating Systems [ASPLOS] 2021*. Acceptance Rate = 18.8%
1. **Alexander Fuerst**, Ahmed Ali-Eldin, Prashant Shenoy, and Prateek Sharma. Cloud-scale VM-deflation for Running Interactive Applications On Transient Servers. *International ACM Symposium on High-Performance Parallel and Distributed Computing [HPDC] 2020*. Acceptance Rate = 22%

EXPERIENCE

<i>Google, Inc.</i>	<i>Mountain View, California</i>
Software Engineering Intern	Summer 2023
<ul style="list-style-type: none">• Worked on advanced Linux and KVM-based virtualization technologies to support cloud workloads• Explored techniques to seamlessly upgrade VMM and hypervisor without downtime to guest OS and applications• Modified Linux kernel, KVM, and Cloud Hypervisor VMM to test possibilities for seamless upgrade• Developed proof-of-concept experiments to show feasibility of designed techniques	

<i>Microsoft Research</i>	<i>Redmond, Washington</i>
Research Intern	Summer 2021

- Analyzed modern hypervisor and control plane's performance under strenuous runtime conditions
- Modified Azure control plane, hypervisor, and guest OS to improve cluster virtual memory management
- Improved resource utilization by 20% in Azure without impact to hosted VMs or applications

Indiana University

Bloomington, Indiana

Research Assistant

2021-Present

- Identify opportunities for improving cloud computing platforms and distributed systems
- Develop novel cutting-edge techniques and algorithms to improve computer systems state-of-the-art
- Design experiments to showcase technique effectiveness and transform results into presentable and actionable data
- First author on several published papers and gave presentations at high-impact conferences

Indiana University

Bloomington, Indiana

Associate Instructor

2019-2020

- Assisted with Engineering Cloud Computing & Distributed Computing Engineering course work
- Create assignments and exams given to students
- Host lab and office hours to discuss project design and assist with student questions

Hyland Software

Westlake, Ohio

Developer 1

2017-2018

Developer 2

2018-2019

- Developed features and wrote tests for a cloud application capable of handling thousands of daily users
- Troubleshoot complex issues of multi-service .Net SaaS application running in production
- Refactored monolith application to run as microservices and support autoscaling inside Kubernetes
- Modernized application CI/CD pipeline to improve time-to-deployment for features and enable rollback

Xavier University

Cincinnati, Ohio

Teaching Assistant

2016

- Work with students during class exercises
- Host office hours answering questions and giving guidance on assignments

Xavier University

Cincinnati, Ohio

Student Technician Tier II

2013-2016

- Troubleshoot complex technology issues and provide onsite service and repair for faculty, staff and public computing
- Provide software, hardware and network problem resolution
- Handle tickets escalated from Tier I

Salisbury University

Salisbury, Maryland

NSF REU Researcher

Summer 2016

- Applied emerging parallel computing models using GPU and CPU parallelism with NVIDIA's CUDA
- Tackled data and compute-intensive problems in geographic information systems
- Presented findings to GIS professionals and Salisbury Faculty

Critchfield, Critchfield & Johnston, Ltd.

Medina, Ohio

Paralegal Intern

August 2012-June 2013

- Prepared and delivered documents to county offices
- Finalized legal binders for delivery to clients

PROJECTS

Ilúvatar FaaS Control Plane

An open-source, fast, jitter-free control plane for Serverless function execution written in ~23k lines of Rust. Ilúvatar provides a 3x reduction in overhead compared to popular open-sourced examples under normal load, and under high load has a 100x reduction in p99 latency. Additionally, it enables unique usability and extensibility designed to accelerate FaaS research.

FaaSCache

Introduced caching insights into the Function-As-A-Service paradigm. Enhanced the open source FaaS application OpenWhisk using Greedy-Dual caching. Reduced cold-start overhead for functions by up to 3x and can reduce constrained system resources by up to 30%. These high cache reuse results allow for increased ability to serve functions and lower latency for users.

CompuCell3D Tissue Modeling Parallel Rendering

CompuCell3D is a 3D modeling software for large-scale cellular, tissue, and biochemical simulation. The modeling steps used an OpenMP Cellular Potts Model algorithm, but the 3D rendering of cell states and positions was done serially. This project re-wrote the rendering code in ~1000 lines of OpenMP C, achieving a near-linear scaling with the increase in threads. Overall, some simulations were accelerated by up to 50% over the serial implementation.

Dynamically Typed Racket Compiler

A scratch built compiler supporting a subset of statically typed and dynamically typed Racket.

Tensorflow NanoParticle Simulator

Implementation of the Lennard-Jones potential in a simulated cube and electrostatic forces of colliding ions in a confined nano-channel. The simulator Achieved performance similar to MPI/C++ code performing the same simulation.

Jae OS

Just Another Educational Operating System. A port of the Kaya OS project to the new μ ARM emulator. Wrote the student guide and the canonical implementation of Jae OS.

Kaya OS

Wrote a complete operating system from scratch. The final product, in addition to support a multitude of peripheral devices, successfully ran eight concurrent processes, each running in their own virtual address space.

Parallel GIS Raster Calculator

Developed a tool combining CPU based parallelism and NVIDIA's CUDA technology for GPU calculation for performing GIS raster calculations. Achieved 2 - 5 times performance increase over traditional analysis tools due to GPU performance.

Eagle Scout Project

Installed commemorative plaques on veterans' graves at local cemetery. Led a group of 15 scouts to plan and accomplish this project.

SKILLS

<i>Programming</i>	Debugging, Problem Solving, Code Optimization, Git, Agile
<i>Languages</i>	Rust, C#, Python, C, C++, Bash, PowerShell, SQL, L ^A T _E X
<i>Infrastructure</i>	Kubernetes, Docker, Redis, Octopus Deploy, Ansible, AWS, Azure
<i>Technologies</i>	Linux, KVM, GDB, OpenMP, MPI, Tensorflow, SQL Server

COURSE WORK

- Engineering Cloud Computing
- Engineering Distributed Systems
- Graph Analytics
- Deep Learning Systems
- Engineering Compilers
- Programming Languages

- Engineering Operating System
- Simulating Nanoscale Systems
- High Performance Computing
- Computational Modeling for Virtual Tissues
- Databases

PRESENTATIONS

- Ilúvatar: A Fast Control Plane for Serverless Computing. HPDC 2023. Slides
- Locality-aware Load-Balancing For Serverless Clusters. HPDC 2022. Slides Video
- Memory-Harvesting VMs in Cloud Platforms. ASPLOS 2022. Slides Video
- FaasCache: Keeping Serverless Computing Alive With Greedy-Dual Caching. ASPLOS 2021. Slides Video
- Cloud-scale VM-deflation for Running Interactive Applications On Transient Servers. HPDC 2020. Slides Video

AWARDS

Reserve Champion, Baked Goods Division

HPDC Travel Grant

ACM Travel Grant

Boy Scouts of America

National Honors Society

National Technical Honors Society

Xavier University

Xavier University

Monroe County Fair 2023

Travel grant to HPDC 2023

Travel grant to ASPLOS 2022

Eagle Scout

John F. Niehaus Scholarship

John F. Niehaus Award

ACTIVITIES

Young Adult Ministry, St. Paul's Catholic Center

Computer Science Club, Xavier University

Dean's Advisory Council, Xavier University

Member, 2022-2023

Vice Chair, 2023-2024

Treasurer, 2015-2017

Vice President, 2016-2017

Member, 2015 – 2017