# **Abenezer Wudenhe**



## **EDUCATION**



### **University of California, Riverside (UCR)**

**SMART Fellow** 

Chancellor's Distinguished Fellow

**GAANN Fellow** 

# **University of Maryland, Baltimore County (UMBC)**

Meyerhoff Scholar

NSA Scholar

# BS (Computer Engineering)

PhD (Computer Science)

September 2024

GPA: 3.9

May 2018 (Cum Laude)

#### PROFESSIONAL EXPERIENCE



## **ESCAL** Extreme Storage and Computer Architecture Lab (ESCAL)

Aug 2018 - Sep 2024

Graduate research assistant to Dr. Hung-Wei Tseng.

### PROJECT: Accel-Bench: A Benchmark Suite toward the Future of Accelerator-Intensive Programming

- Designed benchmark suite; 10+ apps (genomics, AI/ML, etc.), GPU simulator (Accel-Sim).
- Opensource repo & pending publication in major measurement conference.
- Achieved speedup of 1.69x to 2.34x on GPUs from baseline.

#### PROJECT: TPUPoint: Profiler and optimizer for TPU cloud

- Developed an automatic profiling and optimization tool for Google's TPU-based.
- Opensource repo & Publication in ISPASS.
- Achieved up to 1.12x speedup for programmer's optimizations using TensorFlow.



### **Google Software Engineering Intern**

June 2023 – Sep 2023

#### SWE Intern under Dr. Jaswanth Sreeram (XLA Compiler Team)

- Engineered Low Level Instruction analysis tool for Google XLA Compiler team usage
- Currently utilized by team of 15+ senior compiler engineers across XLA & Tensorflow team.

#### **Google Software Engineering Intern**

June 2022 - Sep 2022

## SWE Intern under Dr. Ayub Gubran (Pixel gChip Team)

- Established System Verilog based tools for architects to utilize in debugging/analysis of SoCs files.
- Isolated 5+ previously unidentified SoC interrupt error sources.



#### **Intel OneAPI Graduate Student Software Internship**

Oct 2021 - Feb 2022

#### SWE Research Intern under Dr. Hongbo Rong

- Extend compiler infrastructure to generate OneAPI C++ code for CPU, GPU, and FPGA.
- Present Temporal to Spatial Programming (T2SP) at the 10th IWOCL Conference.
- Oversee handoff of project to following Intern.

#### TECHNICAL SKILLS



- Experience programming in C, C++, python, CUDA, CMake, TensorFlow, Javascript, NodeJS
- Experience writing technical documents & presentations using LaTex, Word, PowerPoint, Keynote

## SELECT COURSES



- (UMBC) CMPE 311: C Programming & Embedded Systems
- (UMBC) CMSC 421: Principles of Operating Systems
- (UMBC) CMSC 471: Artificial Intelligence
- (UMBC) CMSC 491: Special Topics in Computer Science: Computer Vision
- (UCR) CS 203: Advanced Computer Architecture
- (UCR) CS 217: GPU Architecture
- (UCR) CS 225: Spatial Computing
- (UCR) CS 213: Multiprocessor Architecture & Programming