

dan.luu@gmail.com

SUMMARY

Background in hardware, software, and math. Experience in tools, prototyping, and hardware/software co-design.

EXPERIENCE

- Microsoft, Engineer; Seattle, WA** **2015 – Present**
◊ Networking; mutiple order of magnitude tail latency improvement *SystemVerilog*
◊ Half the latency of Amazon “enhanced networking”
◊ BitFunnel search engine. Near order of magnitude throughput/cost improvement *C++*
◊ Found and fixed individual bugs each worth 7-figures per year
◊ Replaced largest and most complicated part of the system with 30LOC; 2x performance improvement
- Google, Engineer; Madison, WI** **2013 – 2014**
◊ TPU (deep learning hardware accelerator); order of magnitude perf improvement over GPUs *SystemVerilog*
◊ Took project from requirements gathering stage (2 people) to full implementation stage (~20 people)
- Recurse, Sabbatical; New York, NY** **Spring 2013**
◊ Projects include channels and coroutines in C and a BitTorrent client in Scala.
◊ See <https://github.com/danluu/> and <http://danluu.com> for more.
- Centaur Technology (acquired by VIA), Member of Technical Staff; Austin, TX** **2005 – 2013**
◊ x86 and ARM chip design and verification *Verilog / scripting languages*
◊ Other roles included formal verification, adding fault tolerance to a distributed system, post-silicon debug, test tooling, etc.
- Ultrafast Optics and Fiber Communications Lab, Research Assistant; Lafayette, IN** **2003 – 2005**
◊ Lab work, included speeding up parallel (256 wavelength) polarimeter by 40x *MATLAB and C*
- IBM, Intern; Austin, TX** **Summer 2003**
◊ Semi-formal / constrained random POWER6 completion unit functional verification *VHDL*
- Micron Technology, Intern; Boise, ID** **Summer 2002**
◊ Flash product engineering / characterization. Automated previously manual tasks. *Perl*
- Spatial Systems Research Laboratory, Research Assistant; Madison, WI** **2001**
◊ Studied tilings and related combinatorial models, e.g., alternating sign matrices and square ice

EDUCATION

BS Math & CMPE (Wisconsin, '00-'03), MS EE (Purdue, '03-'05)

NON-WORK PROJECTS

- ◊ See <https://github.com/danluu/> and <http://danluu.com> for an exhaustive list
- ◊ Sega system on Xilinx Vertex FPGA; translated Z80 instructions into RISC μ ops *Verilog and VHDL*
- ◊ Experiments with a randomized algorithm as cache eviction policy *Dinero IV and SPEC*
- ◊ A fuzzer written in an hour that found ~20 bugs in the Julia compiler and base libraries *Julia*
- ◊ Misc. experiments in deep learning *MATLAB and Octave*
- ◊ Formal verification of a secure hypervisor model *ACL2*

MISCELLANEOUS

- ◊ Languages: English mother tongue. Once-fluent Vietnamese. Once-functional (now moribund) Japanese and French. Willing (and eager) to learn any language
- ◊ Work Authorization: U.S. Citizen