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 latency improvement

SystemVerilog

- Half the latency of Amazon "enhanced networking"
- ♦ BitFunnel search engine. Near order of magnitude throughput/cost improvement

C++

Google, Engineer; Madison, WI

2013 – **2014** System Verilog

- ♦ TPU (deep learning hardware accelerator); order of magnitude perf improvement over GPUs
 - 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

- ♦ Here's one particular six-month project (adding an ARM front-end to our x86):
 - Helped reverse engineer the ARMv7 ISA (this was pre-AArch64)
 - o Created architectural simulator and got Android running on it

C

- Implemented 1/2 of the translator, and wrote associated microcode
- Verilog / Templating language
- Created test generator that found 90% of the first 1000 bugs on the project

F#

 Other roles (often brief) 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

 $\diamond~$ Lab work, included speeding up parallel (256 wavelength) polarimeter by 40x

MATLAB and C

IBM, Intern; Austin, TX

Summer 2003

 $\diamond~$ 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.
Spatial Systems Research Laboratory, Research Assistant; Madison, WI

Perl **2001**

♦ Studied tilings and related combinatorial models, e.g., alternating sign matricies 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
 - \circ Sega system on Xilinx Vertex FPGA; translated Z80 instructions into RISC μ ops

Verilog and VHDL

 $\circ~$ Experiments with a randomized algorithm as cache eviction policy

Dinero IV and SPEC

 $\circ~$ A fuzzer written in an hour that found ${\sim}20$ bugs in the Julia compiler and base libraries

Julia

ACL2

• Formal verification of a secure hypervisor model

 $MATLAB\ and\ Octave$

o Tormai vermeation of a becare hypervisor mode.

o Misc. experiments in deep learning

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