dan.luu@gmail.com

SUMMARY

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

EXPERIENCE

Microsoft, Senior Engineer; Seattle, WA

2015

♦ Hardware/software co-design for 40Gb networking, packet encap/decap, routing, etc.

System Verilog

Google, Senior Engineer; Madison, WI

2013 - 2014

♦ Exploratory hardware/software co-design; details confidential

Verilog

o Took project from requirements gathering stage (2 people) to full implementation stage (~20 people)

Highly optimized deep learning inferences

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)
Created architectural simulator and got Android running on it

C

• Implemented ½ 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.

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

MATLAB and C

2003 - 2005

IBM, Intern; Austin, TX

Summer 2003

♦ Semi-formal / constrained random POWER6 completion unit functional verification

Ultrafast Optics and Fiber Communications Lab, Research Assistant; Lafayette, IN

VHDL

Micron Technology, Intern; Boise, ID

Summer 2002

 $\diamond\,$ 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 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

Verilog and VHDL

• Sega system on Xilinx Vertex FPGA; translated Z80 instructions into RISC μ ops • 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

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• Misc. experiments in deep learning

MATLAB and Octave

o 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