

EXPERIENCE

Recurse Center, Sabbatical	2017 – Present
Microsoft, Engineer	2015 – 2017
◊ Bing (BitFunnel)	<i>C++</i>
◊ Found algorithmic simplification, reducing largest and most complicated part of the system to 30LOC	
◊ This formed the core of a SIGIR 2017 paper; won SIGIR “best paper award”	
◊ Many other algorithmic improvements, e.g., reduced hash collisions, improved bin packer	
◊ SmartNIC; multiple order of magnitude tail latency improvement	<i>SystemVerilog</i>
◊ Half the latency of Amazon “enhanced networking”	
◊ Convinced team to use modern practices such as version control and pass/fail tests	
Google, Engineer	2013 – 2014
◊ TPU (deep learning hardware accelerator)	
◊ https://www.google.com/patents/WO2016186801A1	
◊ https://www.google.com/patents/US20160342889	
Recurse Center, Sabbatical	Spring 2013
Centaur Technology (acquired by VIA), Member of Technical Staff	2005 – 2013
◊ Here’s one sample 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	<i>C</i>
◊ Implemented 1/2 of the translator, and wrote associated microcode	<i>Verilog / Templating language</i>
◊ Created test generator that found 90% of the first 1000 bugs on the project	<i>F#</i>
◊ Other projects included adding fault tolerance to a distributed system, post-silicon debug, test tooling, etc.	
◊ Job scheduler: improved machine from utilization 60% to 92% without impacting latency SLA	
Ultrafast Optics and Fiber Communications Lab, Research Assistant	2003 – 2005
◊ Lab work, included speeding up parallel (256 wavelength) polarimeter by 40x	<i>MATLAB and C</i>
IBM, Intern; Austin, TX	Summer 2003
◊ Semi-formal / constrained random POWER6 completion unit functional verification	<i>VHDL</i>
Micron Technology, Intern; Boise, ID	Summer 2002
◊ Flash product engineering / characterization. Automated previously manual tasks.	<i>Perl</i>
Spatial Systems Research Laboratory, Research Assistant	2001

EDUCATION

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

NON-WORK PROJECTS

◊ Randomized algorithms can beat LRU/pseudo-LRU caches:	https://danluu.com/2choices-eviction/
◊ A fuzzer written in an hour that found ~20 bugs in Julia	https://github.com/danluu/Fuzz.jl
◊ Web performance benchmarks for slow/flaky connections	https://danluu.com/web-bloat/
◊ Formal verification of a secure hypervisor model	https://github.com/danluu/secvisor-formal-verification
◊ Combining AFL and QuickCheck for directed fuzzing	https://danluu.com/testing/
◊ Terminal latency benchmarking	https://danluu.com/term-latency/
◊ Sega system on FPGA	https://github.com/danluu/sega-system-for-fpga
◊ Filesystem error handling	https://danluu.com/filesystem-errors/
◊ How outdated are Android devices?	https://danluu.com/android-updates/
◊ See https://github.com/danluu/ and https://danluu.com for more!	

MISCELLANEOUS

- ◊ Work Authorization: U.S. Citizen