dan.luu@gmail.com*

OBJECTIVE

I want to work with smart people on a great team making awesome things

EXPERIENCE

Student, Hacker School; New York, NY **Spring 2013**

- ◇ Implemented channels and coroutines, using setjmp/longjmp[1] *C*
- ◇ Created an actor based BitTorrent client, using akka[2] *Scala*
- ◇ Contributed to reverse engineering jslinux[3][4] *JavaScript*
- ◇ Co-writing parser combinator library[5] *Julia*
- ◇ Miscellaneous other open source contributions[6][7] *Rust, Julia, Scala, etc.*

Member of Technical Staff, Centaur Technology (acquired by VIA); Austin, TX **2005 – 2013**

- ◇ The following is a typical six-month project (substituting a different ISA in our x86 processor):
  - ○ Created architectural simulator and got Linux running on it *C*
  - ○ Implemented 1/2 of the translator, and wrote associated microcode *Internal templating language*
  - ○ Helped reversed engineer the ISA
  - ○ Created test generator that found 90% of the first 1000 bugs on the project *F#*
- ◇ Other roles included formal verification, adding fault tolerance to a distributed system, post-silicon debug, test tooling, etc.

Research Assistant, Ultrafast Optics and Fiber Communications Lab; Lafayette, IN **2003 – 2005**

- ◇ Sped up parallel (256 wavelength) polarimeter by 40x, from 50 Hz to 2 kHz *MATLAB and C*
- ◇ Designed and built Fourier transform spectroscopy interferometer *MATLAB and C*

Intern, IBM; Austin, TX **Summer 2003**

- ◇ Semi-formal / constrained random POWER6 completion unit functional verification *VHDL*

Intern, Micron Technology; Boise, ID **Summer 2002**

- ◇ Engineering hipster: working on flash before it was cool *Perl*

Research Assistant, Spatial Systems Research Laboratory; Madison, WI **2001**

- ◇ Studied tilings and related combinatorial models, e.g., alternating sign matricies and square ice

EDUCATION

Electrical and Computer Engineering **2009 - 2013**
University of Texas, Austin, TX

Just for fun. Mostly theory courses (Computational Learning Theory, Empirical Software Engineering, and Algorithms) and random research (Algorithmic Game Theory, Empirical Studies in Software Engineering)[8][9].

- ◇ GPA: 4.0

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*408-256-1284

[1] https://github.com/danluu/setjmp-longjmp-ucontext-snippets
[2] https://github.com/danluu/storrent
[3] https://github.com/levskaya/jslinux-deobfuscated
[4] http://bellard.org/jslinux/
[5] https://github.com/astrieanna/juliaparsec
[6] https://github.com/JuliaLang/julia
[7] https://github.com/mozilla/rust
[8] http://ieeexplore.ieee.org/xpl/articleDetails.jsp?tp=&arnumber=6083170, Evaluation & Assessment in Software Engineering (EASE 2011),
[9] https://sites.google.com/site/deangelistech/publications/towards-evaluating-human-instructable-software-agents, International Conference on Interfaces and Human Computer Interaction (ICIHCI 2011)

M.S.E. Electrical and Computer Engineering **2003 – 2005**
Purdue University, West Lafayette, IN

◇ GPA: 3.86 (4.0 in MS courses)

B.S. Math and B.S. Computer Engineering, with distinction **2000 – 2003**
University of Wisconsin, Madison, WI

◇ GPA: 3.61 (4.0 in upper-division and graduate level ECE courses)

NON-WORK PROJECTS

◇ Sega system on Xilinx Vertex FPGA; translated Z80 instructions into RISC μops[10] *Verilog and VHDL*

◇ S-99: Ninety-Nine Scala Problems[11] *Scala with JUnit*

◇ Formal verification of a secure hypervisor [12] *ACL2*

◇ Project Euler[13] *F# and bluespec*

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

[10] https://github.com/danluu/sega-system-for-fpga
[11] https://github.com/danluu/ninety-nine-scala-problems
[12] https://github.com/danluu/secvisor-formal-verification
[13] https://github.com/danluu/Project-Euler