Jamshed Ashurov

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Education

UC San Diego — La Jolla, California, USA
BS/MS in Computer Engineering — *Sep 2018 – June 2023 (Expected)*

Sandy Spring Friends School — Sandy Spring, Maryland, USA
High School Diploma — *July 2016 – Jun 2018*

Industry Experience

Ampere Computing — Portland, Oregon, USA
CPU Architect Intern — *June 2023 – Present*

- Collaborated closely with the Architecture and Design team to assess the Architectural Vulnerability Factor(AVF) of various microprocessor structures using advanced emulation techniques via Cadence Palladium.
- Engineered and implemented an automated solution, streamlining the evaluation process and creating an adaptable infrastructure for potential integration with forthcoming chip designs.
- Collaborated with the Firmware team, contributing to the development of a database-driven failure data collection tool.
- Enhanced user experience by designing and refining the graphical user interface (GUI) of the tool, subsequently ensuring its smooth deployment across existing devices.

Nanome Inc. — San Diego, California, USA
Software Engineering Intern — *Jun 2019 – Sep 2019*

- Developed AR application utilizing C# on iOS devices, revolutionizing the way scientists, researchers, and pharmaceutical companies analyze 3D protein structures without the requirement of a VR setup.
- Architected a robust local database system, integrating it into the application's framework to efficiently store and manage data elements retrieved from an online database source.
- Implemented preliminary scripts, fostering cross-platform versatility and laying the foundation for the application's potential expansion to other platforms.

Research Experience

UC San Diego Research Assistant — *January 2022 - Present*

Characterizing WebAssembly Performance in the Era of Serverless Computing
Jamshed Ashurov, *Zixuan Wang, Jishen Zhao*

- *ISSTA 2023 SRC*

Teaching Experience

UC San Diego Graduate Teaching Assistant — *Jan 2023 – June 2023*

Computer Networks — *Professor Aaron Schulman*

- Designed and developed the source code and the testing framework for students to implement Sliding Window Protocol and TCP Congestion Control.
- Assisted students with understanding/debugging in building a simple router.

Projects

Advanced Microprocessor Design — *System Verilog, Verilator, Python, Bash*

- Improved 5-stage pipelined MIPS 32 processor with advanced optimizations in System Verilog, achieving significant performance gains across all benchmarks. Utilized bash and Python scripts to analyze and collect performance data.
- Implemented 8KB 8-component TAGE branch predictor, reducing mispredictions by 94.3%(99.1%) on average across all benchmarks compared to the baseline predictor.
- Developed a victim cache using NRU replacement policy, resulting in an average CPI reduction of 10.2%(19.9%) compared to the baseline across all benchmarks.

- Implemented DRRIP cache replacement policy, reducing dcache misses by 31.4%(80.3%) compared to the baseline direct mapped cache across all benchmarks.
- Modified the baseline in-order pipeline to scalar OOO processor with Partial Ordering for memory disambiguation policy. Achieved an average CPI reduction of 8.9%(13.15%) across all benchmarks compared to the baseline.

Snek Compiler *Rust, x86*

- Developed a compiler for the dynamically typed language Snek in Rust which incorporated essential language features such as arithmetic and binary operators, functions, dynamic data allocation, and other fundamental elements.
- Integrated the Mark and Compact garbage collection algorithm to efficiently manage memory and remove garbage data.
- Orchestrated the transition to Administrative Normal Form and subsequently to Intermediate Representation for effective code transformation and optimization.
- Introduced optimization techniques, including constant folding and variable propagation, to enhance the binary file size and improve program execution efficiency.

Dual Core Machine Learning Hardware Accelerator for Attention Mechanism

- Integrated an attention mechanism, enabling the computation of a weighted sum of values based on query-value similarity for efficient performance.
- Utilized RTL design, verification, logic synthesis, and place-and-route (PnR) methodologies to generate gate-level netlist and layout via Synopsis Design Compiler (DC) and Cadence Innovus.
- Implemented advanced low-power techniques, including pipelining, dynamic voltage and frequency modulation (DVFM), loop unrolling, memory double buffering, and clock gating, to optimize the power consumption of the design.

Intellectual Robotic Chess Player Arm *Python, TensorFlow, Keras, ONNX, Raspberry Pi*

- Implemented a three-way network communication system involving a laptop, robotic arm, and camera.
- Utilized computer vision techniques to capture and process real-time images of the chessboard.
- Utilized a range of convolutional neural network (CNN) models, including Xception, MobileNet, SqueezeNet, and NASNetMobile, to perform chessboard detection.
- Employed different runtimes, such as TensorFlow, Keras, and ONNX, to optimize the detection process.
- Integrated an AI chess engine, Stockfish, to generate the next move and coordinated the Raspberry Pi to control the robotic arm and execute the determined move.

Fault Tolerant and Scalable Surfstore *Golang, gRPC, Python, Bash*

- Developed a robust file-sharing application, closely resembling the functionalities of Dropbox.
- Implemented consistent hashing for even data distribution, minimal movement during node scaling, and fault tolerance for seamless operations across numerous nodes.
- Employed the RAFT consensus algorithm to establish leader election, log replication, and fault recovery mechanisms, ensuring high availability and data integrity within the distributed system.

Skills

Programming: C, C++, Java, Python, System Verilog, Rust, Golang, C#, Shell, Tcl, CUDA, Haskell, MATLAB, x86/ARM/MIPS Assembly.

Tools: Cadence Palladium/Virtuoso/Innovus, Synopsis Verdi/Design Compiler, ModelSim, Quartus, Questa, Verilator, Unity3D, Fusion360.

Technical Skills: Microprocessor Design, Compiler Design, Parallel Computing, Logic Design, Performance Profiling, Software Development, Reliable and Scalable System Development, Machine Learning, Universal Verification Method(UVM), Analog Circuit Analysis.

Soft Skills: Leadership, Teamwork, Public Speaking, Coaching, Teaching.

Additional Skills: Ballroom and Latin Dancing, Martial Arts, Rock Climbing.

Languages: Tajik (Native), Russian (Native), English (Professional).