# Bhushan B. Sonawane

bhushansonawane.com

**EDUCATION** 

SUNY StonyBrook University

StonyBrook, NY

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Master of Science(Thesis) in Computer Science, Data Science Specialization

May 2019

o Courses: Artificial Intelligence, Smart Energy, Analysis of Algorithm, Computing with Logic

Vishwakarma Institute of Technology

Pune, India

Bachelor of Technology in Computer Engineering; GPA: 9.27/10.0

May 2015

EXPERIENCE

Nvidia
System Software Engineer, Compiler

Pune, India Jun 2015 - Jul 2017

• Compile time and memory infrastructure: Collaborated with OpenGL driver and GLSL Front-end compiler team for implementing Profiling infrastructure; It helps find high compile time issues on Tegra devices(GL content) and DirectX content on desktop; Actively used across driver and compiler teams for Tegra content analysis; Found deprecated heuristics in register allocator and phases within scheduler using this infrastructure. [C++]

- Early copy propagation: Phase ordering of copy propagation; Collaborated with custom driver team for Nvidia customer. Reduced number of instructions processed by optimizer; Improved compile time from few hours to few minutes for specialized shaders; Significant compile time savings observed for customer's specialized shaders (e.g. 90 minutes to 3 minutes) [C++]
- Assembler: Implemented DWARF 2.0 compliant debug frame support for CUDA 9.0; Implemented Vendor specific extensions to support DWARF 3.0 features in DWARF 2.0; Implemented infrastructure ready to go for DWARF 3.0 debug frame support. [C]
- Misc: Implemented/Enhanced various peephole optimizations, interface and heuristic. [C/C++/Python]

Nvidia

Pune, India

Intern, Compiler

Jun 2014 - Apr 2015

• **PBQP based Register Allocator**: Implemented Partitioned Boolean Quadratic Problem based register allocator for Nvidia compiler; 98% of existing tests improved (graphics and compute tests); [C++] Slides: http://slides.com/bhushansonawane/deck/

## Vishwakarma Institute of Technology

Pune, India

Visiting Instructor

Jan 2017 - May 2017

o Instructed: Third year undergraduate course 'Problem Solving and Programming'

### PROJECTS

- Managing power supply of appliances for energy conservation: Home appliances consumes significant power in stand by mode; Providing Internet of Things and Machine Learning solution; Training a neural network to understand appliances' usage pattern and use it for predicting when appliance is not used and can be completely turned off by cutting power supply; Using transfer learning for quickly adapting new home's usage pattern. [Python]
- Simulated self driving car: Using Deep Q-Learning to simulate autonomous car via reinforcement learning; Using Udacity's self-driving-car-sim simulator. [Python]
- Patient tracking and reporting: Automatic appointment scheduling and managing; Interface through text and web-app(Grails); Under collaboration of SUNY Binghamton and VIT Pune. [Groovy]
- Antivirus: Using MD5 algorithm for detecting malicious, duplicate and comprised files. [Java]
- GroupPlay: Synchronize all devices for audio playback over wifi. [Java]

### Programming Skills

- Languages: C++, C, Python, Java, Groovy, GLSL, Prolog.
- Technologies: Tensorflow, Scikit-learn, LLVM, Django, Grails, Android, Database, GCov, Coverity.

#### AWARDS

• **Project**: PBQP based register allocator project secured second place at 'Prakalp: Intra-Department project competition'.