Bhushan Sonawane

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EDUCATION

SUNY StonyBrook University

StonyBrook, NY

Master of Science in Computer Science

Dec 2018

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 Pune, India

System Software Engineer, Compiler

Jun 2015 - Jul 2017

- o Compile time and memory infrastructure: Collaborated with OpenGL driver and GLSL Front-end compiler team and implemented Profiling infrastructure; Helps finding high compile time issues on tegra devices (GL content) and DX 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++]
- o 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; Multiple interface and heuristic changes. [C/C++]

Nvidia Pune, India

Intern, Compiler

Jun 2014 - Apr 2015

o 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

• Instructed: Third year undergraduate course 'Problem solving and programming'

Projects

- Smart Energy: Applying deep learning techniques to monitor and predict energy consumption; Using predictions to reduce energy consumption; Current status: Survey. [Python]
- Simulated self driving car: Using Deep Q-Learning to simulate autonomous car via reinforcement learning; Using Udacity's self-driving-car-sim simulator; Current status: Experimenting with Udacity's simulator to output driving level to be used by reinforcement learning agent. [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: Implemented MD5 algorithm to detect 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.
- 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'.