Christopher R. Aberger

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Education

Stanford University, Palo Alto, California
Master of Science in Electrical Engineering
with specialization in **Software Systems** **Expected Spring 2015**

University of Wisconsin, Madison, Wisconsin
Bachelor of Science in Computer Science
Bachelor of Science in Computer Engineering
Minor in Mathematics
Cumulative GPA: *3.9/4.0* **May 2013**

Zhejiang University, Hangzhou, China
Technical communication and Mandarin course **Summer 2009**

Professional Experience

Stanford University, Palo Alto, California
Research Assistant **Current**
Massive-scale graph analytics research under Professors Kunle Olukotun and Christopher Re. Architectures targeted include distributed systems and NUMA machines. Other topics considered include but are not limited to graph compression, functional programming models (MapReduce), and high-performance sparse matrix joins.

Apple Inc., Austin, TX
Design Performance Intern **Summer 2013**
Software modeling of performance analysis for A7 chip design.

IBM, Austin, TX
Hardware Engineering Co-op **Summer 2012**
Functional verification and lab bring-up procedures for Power8 chip.

Epic Systems, Madison, WI
Finance Intern **Summers 2010, 2011**

Programming Languages Scala, MapReduce, C, C++, Java, JavaScript, Python, Perl, SQL, OpenGL, WebGL, XML, Haskell, Matlab, ZeroMQ, Mesos

Awards

2010-2011, International Engineering Consortium Everitt Award Winner
2009, 2010, Claude and Dora Richardson Engineering Scholarship
2011-2012, Tau Beta Pi National Scholar
2012, Fred W. and Josephine H. Colbeck Scholarship Award
2010, Polygon Excellence in Engineering Scholarship
2008-2012, Wisconsin Academic Excellence Scholarship
2008, La Crosse Community Foundation Engineering Scholarship
2008, La Crosse Central High School graduation rank: 1/317

Selected Design Projects

WebGL Demo **Spring 2013**
Open ended graphics course project implemented in JavaScript using the WebGL API. Learned how to utilize a device's GPU in a browser without plugins. Built a low-level, self-contained, extensible graphics library.

References Available upon request.