

# Christopher R. Aberger

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<b>Education</b>	<b>Stanford University</b> , Palo Alto, California <i>Master of Science</i> in Electrical Engineering with specialization in <b>Software Systems</b>	<b>Expected Spring 2015</b>
	<b>University of Wisconsin</b> , Madison, Wisconsin <i>Bachelor of Science</i> in Computer Science <i>Bachelor of Science</i> in Computer Engineering <i>Minor</i> in Mathematics	<b>May 2013</b>
	<b>Zhejiang University</b> , Hangzhou, China Technical communication and Mandarin course	<b>Summer 2009</b>
<b>Professional Experience</b>	<b>Stanford University</b> , Palo Alto, California <i>Research Assistant</i> Massive-scale graph database research under Professors Kunle Olukotun and Christopher Ré. Designed an analytics engine from scratch to process graph queries at scale using purely Boolean algebra. Engine targets NUMA architectures and uses C++ threads. Other topics considered include but are not limited to graph compression, analytical algorithms, functional programming models (MapReduce), and worst case optimal relational joins.	<b>Fall 2013-Present</b>
	<b>Apple Inc.</b> , Austin, TX <i>Design Performance Intern</i> Applied machine learning to performance analysis of A7 chip design.	<b>Summer 2013</b>
	<b>IBM</b> , Austin, TX <i>Hardware Engineering Co-op</i> Functional verification and lab bring-up procedures for Power8 chip production.	<b>Summer 2012</b>
	<b>Epic Systems</b> , Madison, WI Finance Intern	<b>Summers 2010, 2011</b>
<b>Programming Languages</b>	Scala, C, C++, Java, JavaScript, Python, Perl, SQL, OpenGL, WebGL, XML, Haskell, Matlab, ZeroMQ, Mesos	
<b>Selected Design Projects</b>	<b>WebGL Demo</b> 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.	<b>Spring 2013</b>
	<b>The OptiGraph Domain Specific Language</b> Designed a purely functional domain specific language (DSL) for graph analytics in the Delite compiler and runtime. Project included added a dynamic scheduler to the Delite runtime for peak performance.	<b>Fall 2014</b>

**Selected  
Courses**

**University of Wisconsin-Madison**

Advanced Computer Architecture I (Superscalar design) (ECE 752)  
Advanced Computer Architecture II (Multi-core design) (ECE 757)  
Digital Engineering Laboratory (ECE 554)  
Digital System Design and Synthesis (ECE 555)  
Digital Signal Processing (ECE 431)  
Operating Systems (CS 537)  
Computer Graphics (CS 559)  
Algorithms (CS 577)

**Stanford University**

Databases (CS 145)  
Programming Languages (CS 242)  
Topics in Database Management Systems (CS 345)  
Program Analysis and Optimizations (CS 243)  
Advanced Topics in Operating Systems (CS 240)  
Machine Learning (CS 229)  
Automata and Complexity Theory (CS 154)

**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