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## Summary

Strong C++/Python coding. Drove end-to-end processor implementation through silicon prototype (academic). Deep understanding of computer systems and digital ASIC design/VLSI. Side projects on machine learning.

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## Experience

### Intel

AUSTIN, TEXAS

#### System-on-Chip Performance Architect

2017-present

Awarded for accelerating performance projections delivery to customers and improving modeling methodologies. Analyze impact of architectural/fabrication process changes towards server SoC workload performance at power. Apply statistical modeling techniques, regression analysis of workload performance on server platforms. Perform pre-silicon performance tuning, analysis, and validation of interconnect fabric and I/O. Modeled features into simulator, developed tools and dashboards for data analysis, multi-simulator integration.

#### Design Automation / Software Engineer

Jan 2016-2017

Developed physical design flow and automation yielding a successful CPU design tape-in.

### Qualcomm Research

SAN DIEGO, CALIFORNIA

#### Research Intern

Summer 2013

Performed mixed-signal circuit design verification, post-silicon measurements, and FPGA prototyping.

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## Skills

Programming	Machine Learning/Tools	Processor Implementation
Strong in <b>C++</b> , <b>Python</b> , Tcl	Strong in Pandas, <b>PyTorch</b> , SKlearn.	SystemVerilog/Verilog, SystemC
Basic Java, Javascript, Clojure, Perl	Git, Docker, Dashboards, D3	Platform Architect, Simics
Unix shell, HTML, SQLite, Node.js	XGBoost, Regressions, Efficient ML	Place-Route, DFT, Timing, DRC/LVS

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## Select Publications/Awards

A Logic-on-logic 3D-stacked Heterogeneous Multi-core Processor. IEEE ICCD 2017.

Physical Design of a 3D-stacked Heterogeneous Multi-core Processor. IEEE 3D-IC 2016.

Ranked 34<sup>th</sup> in USA, IEEEExtreme 24-hour Programming Competition, 2014. Team of 2.

Best FPGA Implementation at International LSI Design Contest, Japan 2009. Xilinx Award. Team of 3.

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## Education

### North Carolina State University

RALEIGH, NORTH CAROLINA

#### Ph.D. in Computer Engineering

3.98/4.0. Fall 2010 - Spring 2016

Dissertation: Three-Dimensional Integration of Heterogeneous Multi-Core Processors.

Research team built a functional 3D-IC processor chip. Developed automated 3D-IC physical design flow.

Performed architecture analysis, verification, and entire back-end flow up to deliverable layout (3 chips).

**Research Assistant** ('11-'15). **Teaching Assistant**: Design of Digital Systems, Computer Design & Technology.

Software Engineering	Advanced Microarchitecture	ASIC Design	Electronic Sys. Level Design
Computer Networks	Parallel Computer Arch.	ASIC Verification	Physical Design
Memory Systems	Computer Design & Tech.	IC Technology & Fabrication	VLSI Systems Design
Embedded Systems Design	Digital Electronics	Modern Comp. Algebra-AU	VLSI System Testing (Duke U.)

### Duke University

DURHAM, NORTH CAROLINA

**Visiting Scholar**: coursework, research collaboration

Spring 2013

### Bandung Institute of Technology

INDONESIA

#### B.S. in Electrical Engineering

Fall 2004 - Spring 2009

Thesis: C implementation of a neural network and Kohonen SOM: training/inference, floating/fixed point, on a multi-core Parallax microcontroller. Teaching Assistant: Digital Systems, Microprocessor Lab.

### Oita University

JAPAN

**Exchange Student, Research & Coursework**

Fall 2007 - Spring 2008

Research: Implemented face follower on a panning camera using neural networks (implemented in C).

## Project Experience

### Machine Learning

Implemented quantized LeNet model with feedback alignment training (open-source libraries) in PyTorch.  
Experiments on developing new training algorithms for binarized neural networks in PyTorch.  
Benchmarking of MobileNet, SqueezeNet models in quantized/non-quantized variants on an Android-10 device (Tensorflow Lite).

### End-to-end Silicon Implementation / Tape-outs

Successful academic tape-out (functional fabricated 3D-IC processor chip) of a heterogeneous multi-core processor system with thread migration features at NCSU. Developed fully automated back-end flow within a single Makefile. Developed visualization tools which includes chip pin-out diagram in TikZ, rendering 3D-IC interconnect pins in D3.js. Performed final physical verification (DRC/LVS) and layout fixes (e.g. antenna rules violation) for signoff. Silicon implementation has two stacked dies of 5.25 mm x 5.25 mm on a 130 nm process.

### RTL Design (Verilog), FPGA Prototyping, bare-metal programming (C/asm)

Implemented "Sokoban" (moving box puzzle game) on FPGA: coded the game in MIPS assembly by hand (prototyped in C). Wrote MIPS processor Verilog RTL, features include pipelining, data forwarding, Kogge-Stone adder (team effort, yielded 1 GHz clock in a commercial 180 nm process). Wrote Verilog code for debouncing FPGA buttons and rendering graphics through VGA interface. Created game sprites.

### Memory Systems

Performed modelling and performance comparison between ideal and non-ideal block placement policy for multi-core systems. Cache block placement policy: requestor core cache vs remote core cache. Analyzed experiment results from running SPEC2K benchmarks in SIMICS.

### ESL & Physical Design (SystemC, HLS)

Performed TLM & ESL modelling of an SoC design that consists of an ARM Cortex core, DRAM model, and AMBA bus. Performed physical design optimizations, signal integrity analysis, power analysis, timing analysis. Tools: SystemC, Mentor Graphics Vista, Catapult, Python, C++, UML, Encounter, PrimeTime.

### Parallel Computer Architecture

Implemented a cache coherence protocol (MSI, MESI, MOESI) simulator in C++.  
Explored enhancements to cache coherence protocols to reduce off-chip memory accesses.

### Computer Design and Technology (C++)

Implemented cache, branch target buffer, and Tomasulo superscalar processor simulators.  
Implemented a checkpoint recovery mechanism for large fetch window processor within SimpleScalar simulator.

### Advanced Microarchitecture (C++)

Implemented and compared thread migration (across cores) strategies within SimpleScalar simulator framework.

### ASIC Verification (SystemVerilog)

Verified an out-of-order superscalar core (FabScalar) for tape-out, found design bugs in load-store unit and issue queue. Created a reusable SystemVerilog testbench executed in QuestaSim.

### Digital Electronics (CMOS circuit design)

Designed a low power Hybrid Latch Flip-flop in academic 45 nm tech library. Operating clock frequency 4GHz, power consumption 19.9  $\mu W$ , setup time 13.5ps, hold time 86ps,  $t_{DQ}$  of 63.64 ps.  
Designed a voltage-mode and current-mode differential transmitter circuit. Tools: HSPICE.

### VLSI Systems Design (logic design, physical layout)

Designed a full-custom 3x3 arbiter-crossbar CMOS unit, 2nd best performance and energy\*delay-squared metric out of 27 teams. Customized power delivery network and clock tree design. Created custom standard cell library and top-level integration. Achieved 5.5 GHz clock frequency, 0.19 nW power, with FreePDK45 technology library. Tools: Cadence Virtuoso, HSPICE, Calibre DRC-LFD.

### ASIC Design (Verilog)

Implemented a Viterbi Decoder in RTL Verilog. Optimized throughput and delay per unit area metric by designing a fast floating point unit, using dual port memory, and pipelining.

### Online Courses

Machine Learning, Startup Engineering, Analysis of Algorithms (Coursera) – Scalable Machine Learning (edX).