

## EDUCATION

### California Polytechnic State University

June 2024

Bachelor of Science, Computer Engineering

Magna Cum Laude

President's Honor List

3.8 GPA

## RELEVANT SKILLS

**Languages:** SystemVerilog, UVM, Python, C, RISC-V Assembly

**Applications:** Linux, OOP, Cadence Indago, Git / Github, Perforce

**Technical Interests:** Computer Architecture, Design Verification, DV Tooling, Programming Language Design

## EXPERIENCE

### OpenAI

Jan 2026 - Present

Member of Technical Staff - Design Verification

### Apple

August 2024 – Jan 2026

Design Verification Engineer – Pixel Processing

- Implement and maintain UVM IP-level and subsystem level testbenches for verifying Apple's SOC's using constrained random verification
- Work closely with designers to root cause complex RTL failures
- Manage detailed testplans for systematically defining and verifying desired chip behavior with coverage mapping
- Developed and maintain a package to automate UVM scoreboard integrity checks with negative checking

### Apple

April 2023 - Sept 2023

Design Verification Intern – CPU

- Implemented a unified design verification framework to verify multiple Apple CPUs, requiring less time and compute than previous independent implementations.

### Cal Poly University

June 2022 – Mar 2023

Student Researcher

- Started a research group of undergraduates, graduates, and faculty to design and implement a flexible SOC design framework, leveraging open-source tools.
- Taped out a RISC-V SOC using an open-source toolchain, including Verilator, Icarus Verilog, CocoTB, OpenLane, Yosys, and Slang.

### Blue Marble Communications

June 2021 – Dec 2021

Software Engineering Intern

- Tested optical satellite modems and transceivers on an interdisciplinary team of engineers.
- Wrote unit tests in C to automatically analyze production code for embedded FPGA hardware.

## PROJECTS

### Senior Project

<https://curtisbucher.com/assets/files/pydve.pdf>

- Designed and implemented a novel Python-based design verification framework for hardware emulation.

### RAMP Core

<https://cal-poly-ramp.github.io>

- Worked independently with engineering faculty in the SURP program to design and implement an open-source, superscalar, out-of-order RISC-V processor targeted at research and education.

### Capstone Project

<https://polytrover.com/index.html>

- Designed a space-rated small-scale Mars Rover with an interdisciplinary team of undergrads.
- Led team to implement hardware accelerator for robot arm kinematics

## ACTIVITIES

### CPython Volunteer Contributor

- Implemented union operator for Python chainmaps in PEP 584.