Nathan Taylor

https://www.cs.utexas.edu/~ntaylor/
http://nathan.dijkstracula.net

ntaylor @ cs · utexas · edu

Experience

2021-???? The University of Texas

Austin, TX

PhD student and Graduate Research Assistant | Supervisor: James Bornholt

Pondered the intersection of formal methods and computer systems. Organized the <u>Systems+PL</u> reading group and mentored students attending the undergraduate systems <u>directed reading program</u>. Contributed to the <u>SquirrelFS</u> Rust persistent memory filesystem.

2020-2020 Microsoft Research

New York, NY (remote)

Contract Software Developer

Contributed to *Shapeshifter* with the <u>AI for Systems</u> lab, which leverages machine learning and dynamic analysis to optimize datastore index structure. Through careful design and profiling, reduced the critical-path policy engine's latency by nearly 40%. Built the interactive <u>visualizer and frontend</u> as part of a <u>TechFest</u> demo for senior leadership. Mentored interns new to the project, one of whom reported that "this is the highest-quality research codebase I've ever seen".

2018-2019 Apple Cupertino, CA

Systems Software Engineer

Brought the rainbow to you by bridging the gap between hardware and software, influencing performance improvements, power efficiency, security, and the programming ease of hitherto-unreleased Apple products.

2017-2018 **Fauna** San Francisco, CA

Senior Software Engineer

Developed Fauna's core product, its <u>globally consistent</u>, <u>transactional database</u>. Co-designed and implemented a distributed fault injection testbed which caught database consistency bugs before they could hit production. Mentored engineers new to Scala, JVM concurrency, and the strongly-typed functional programming style. Disseminated technical knowledge via the <u>official company blog</u>.

2014-2017 Fastly

San Francisco, CA

Senior Software Engineer

Maintained Fastly's core product, an <a href="http://https://h

2012-2014 **Twitter** San Francisco, CA

Software Engineer II

Extended Twitter's Ruby and Java runtimes as part of the <u>Runtime Systems org</u>, improving garbage collection, JIT compilation, and runtime tooling and infrastructure. Collaborated with service owners to debug GC and application-level performance issues in their production systems; in one case, careful GC and data structure tuning increased throughput by two orders of magnitude. Revamped legacy systems as part of the <u>Anti-Spam Engineering Teams</u>, reducing end-to-end latency in key services by an order of magnitude, and designed and implemented new services for spam reporting and actioning.

Teaching Experience

For further details about my teaching experience and philosophy, please see my homepage.

2020-2021 MacEwan University

Edmonton, AB, Canada

Sessional Instructor

2020-2020 The University of Toronto

Toronto, ON, Canada (remote)

Sessional Instructor

Education

2009-2012 The University of British Columbia

Msc, Computer Science | Supervisor: Andy Warfield

As a TA for UBC's brand-new <u>Scheme-based introductory CS course</u>, I was awarded a <u>graduate TA award</u> by the University (a <u>gold star!</u>).

As President of the <u>CS Graduate Students' Association</u>, I liased between graduate students and the department, led TA training sessions, organized <u>social</u> <u>activities</u>, and served on the <u>UBC Graduate Council</u>. Organized the <u>systems</u> and <u>security</u> reading seminars.

2005-2009 The University of Alberta

Edmonton, AB, Canada

Vancouver, BC, Canada

Bsc, Computing Science

As a <u>Undergraduate Association of Computing Science</u> executive, I interfaced with groups outside the department and advocated for undergraduates' issues within. As a member of the U of A's <u>Cluster Challenge Team</u>, I configured, benchmarked, and tuned the GAMESS quantum chemistry package, and served as a physical chemistry domain expert for the team. I also assisted with stereographic visualization of molecular data and general cluster system administration.

Publications and Presentations

07.2024	SquirrelFS: Using the Rust Compiler to Check OSDI '24 PDF Source Filesystem Crash Consistency
01.2020	ELF off the Shelf Unix-focused guest lecture in Macewan University's OS class Slides
11.2017	Cache Ruins Everything Around Me! Guest lecture in Macewan University's OS class Slides
07.2017	Let's Build A HyperCard RPG! Coding Livestream Videos
11.2016	Hands-on HTTP/2, a Fresh Start to The Web QCon SF 2016 Event Page
06.2016	Beyond Breakpoints: A Tour Of Dynamic Analysis QCon NYC 2016 Video Materials
12.2015	Two Approaches towards OS Scalability Papers We Love SF 12/2015 Video Event Page
09.2015	Racing to Win: Correct Concurrency with Race Conditions Surge 2015 Video Materials
04.2015	Your Computer Is Already A Distributed Papers We Love SF 04/2015 Video Event Page System; Why Isn't Your OS?
06.2014	Your Heap And You: Garbage Collector Tuning for Twitter Services Internal tech talk
05.2013	Cachekata: Memory Hierarchy Optimization via Msc. Thesis PDF Dynamic Binary Translation
04.2013	Whose Cacheline is it Anyway: Operating System Support for Eurosys '13 PDF Live Detection & Repair of False Sharing
03.2012	Debugging Through Time with the Tralfamadore Debugger RESolVE '12 PDF
08.2011	Herbert West: Deanonymizer HotSec'11 PDF
10.2010	Iodine: Interactive Program Partitioning OSDI '10 Poster Session PDF