

# Huy Dinh Tran

huydinhtran@ku.edu — +1 (814) 826-8581 — LinkedIn — GitHub — Website

## EDUCATION

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<b>University of Kansas</b> Ph.D Computer Science Advisor: Prof. Mohammad Alian	08/2023 — Present
<b>University of California, Riverside</b> M.S. Computer Engineering Advisor: Prof. Daniel Wong	09/2021 — 03/2023
<b>Pennsylvania State University</b> B.S. Electrical Engineering	08/2017 — 05/2021

## SKILLS

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- **Language:** C/C++, Python, Bash, LaTeX, MATLAB
- **Software & Tools:** Git, gem5, GDB, Intel VTune, Intel CAT, Docker, OpenMP, GPGPU-Sim

## EXPERIENCE

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<b>University of Kansas</b> <i>Graduate Research Assistant</i>	Lawrence, KS 08/2023 — Present
<ul style="list-style-type: none"><li>• Implemented statistical sampling simulation methodology for cloud applications in gem5</li><li>• Enhanced CPU utilization of datacenters using a specialized hardware thread for networking</li></ul>	
<b>Futurewei Technologies, Inc.</b> <i>Research Intern</i>	Santa Clara, CA 08/2022 — 09/2022
<ul style="list-style-type: none"><li>• Simulating RISC-V CPU in Linux Full-System simulation mode using gem5</li><li>• Cross-compiling binaries of SPEC CPU 2017 benchmarks to RISC-V for measuring the performance of CPU designs</li><li>• Integrated SimPoint to create checkpoints at ROIs for speeding up the simulation while still representing the workloads</li></ul>	

## PROJECTS

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<b>Building custom GPU power models with AccelWattch</b>	Spring 2022 — Spring 2023
<ul style="list-style-type: none"><li>• Implemented a GPU power model of an NVIDIA GeForce GTX 1050 Ti using AccelWattch</li><li>• Performed hardware profiling on real GPU to grasp the performance, real power, and hardware performance counters</li><li>• Simulated benchmarks on GPGPU-Sim to estimate constant, static, dynamic power consumptions using power model</li><li>• Achieved an average MAPE of 63.42% between simulated and real power results</li></ul>	
<b>Sparse matrix-vector multiplication (SpMV)</b>	Fall 2022
<ul style="list-style-type: none"><li>• Implemented sequential and parallel versions using OpenMP of the Sparse Matrix-Vector Multiplication algorithm in C</li><li>• Converted compressed sparse matrix formats from COO to CSR and CSC</li><li>• Achieved speedup of 3.93x between parallel and sequential computations by using 8 threads</li></ul>	
<b>Prefetcher using reference prediction table</b>	Fall 2021
<ul style="list-style-type: none"><li>• Improved a base instruction prefetcher algorithm in C++ by 5% using a reference prediction table</li><li>• Ran benchmark trace files of various workloads on a hardware simulator for measuring and comparing performance</li></ul>	
<b>8-Puzzle solver</b>	Spring 2022
<ul style="list-style-type: none"><li>• Implemented multiple tree search algorithms to solve 8-Puzzle in C++</li><li>• Implemented Uniform Cost Search, A-Star Search with Misplaced Tile Heuristic and Manhattan Distance Heuristic</li></ul>	
<b>Soccer matches prediction</b>	Spring 2022
<ul style="list-style-type: none"><li>• Implemented ML classification models in Python using scikit-learn and from scratch using NumPy and Pandas</li><li>• Implemented models: Decision Tree, Naive Bayes, K-Nearest Neighbors, Logistic Regression</li><li>• Achieved prediction accuracy of 81.25% using K-Nearest Neighbors</li></ul>	