

Mahmoud Abumandour

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EDUCATION

Simon Fraser University

Master of Science in Computer Science (GPA: 4.0)

Sep 2022 – Aug 2024

BC, Canada

Mansoura University

Bachelor of Computer and Communication Engineering (GPA: 3.96, ranked first)

Sep 2017 – Jul 2022

Mansoura, Egypt

PROFESSIONAL EXPERIENCE

Intel Corporation

Graduate CPU Architecture Intern

Santa Clara, CA (Remote)

Jan 2024 – Present

- Designing, modelling, and assessing custom instruction prefetching mechanisms

Simon Fraser University

Graduate Research Assistant

BC, Canada

Sep 2022 – Present

- Devised a fatal bit flip attack against quantized DNNs (degrades DenseNet121 into a random guesser with only 10 bit flips out of 58 million)
- Implemented a software redundancy defense in Tensorflow, reducing attack success probability from 99% with 32 bit-flips to 0.9% while incurring less than 1% performance overhead

Teaching Assistant

Jan 2023 – Present

- Conduct tutorials and lab sessions, grading assignments and exams, and providing support during office hours
- Courses: Intro to computer systems, Principles of compiler design, Computer architecture

Google Summer of Code

Remote

Open-Source Developer (Real-Time Executive for Multiprocessor Systems)

May 2022 – Sep 2022

- Achieved 8x speedup over the previous release notes generator by using a multi-threaded architecture
- Automated manual Markdown and RST to PDF generation after fetching release data from RTEMS bug tracker

Open-Source Developer (QEMU)

May 2021 – Aug 2021

- Implemented multi-core, multi-level cache performance emulation of user-space and full-system workloads
- Improved the system call tracing by making its reports more script-friendly for post-processing

Master Micro

Cairo, Egypt

Software Engineering Intern

Oct 2021 – Feb 2022

- Designed a database format for the main design lookup table file, reducing average query time by 50%
- Participated in code review and testing. Increased the testing coverage of the data querying subsystem by 10%

PROJECTS

- [C Compiler in Rust & LLVM](#): Compiled a subset of C and supported two backends: LLVM and native x86_64
- [Fuzzing with RISC-V Emulation](#): Developed a RISC-V 64-bit emulator for userspace fuzzing. Increased test generation throughput by over 20x (linearly with available resources) over single-core performance
- [Database Engine](#): Implemented a disk-oriented DBMS with SQL support, in-memory pool caching, B+ Tree indexing, and JDBC driver
- [AES Encryption Core](#): Designed a low-power AES encryption core for FPGA. Reduced area and power consumption by more than 80% over a high-throughput pipelined design
- [Hyperthreaded, Software-Interlocked MIPS Processor](#): A multi-threaded five-stage pipelined MIPS core for FPGA and a custom assembler with software interlocking, achieving 5x more throughput over single-threaded execution

SKILLS

Programming Languages: C++, C, x86 Assembly, Rust, Python, Bash Scripting, Java

Tools: Gem5, TensorFlow(lite/micro), LLVM, Git, Docker, Valgrind, LLVM

Platforms: Linux, QEMU, FPGA, ARM Cortex M4, AVR

Hardware Design Tools: Xilinx Vivado, ModelSim, SystemVerilog, VHDL

OPEN-SOURCE CONTRIBUTIONS

- **SerenityOS:** Defined a global OS versioning API. Increased user-space utilities POSIX compliance. Improved the SerenityOS DBMS SQL compliance by supporting INSERTs with multiple tuples and table-description statements
- **QEMU:** Modernized the usage of locking and memory allocation APIs by using scope-based locks and automatically freed allocations. Redefined plugins' command line syntax adhering to modern QEMU CLI syntax