

Liam Strand

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Education

Master of Science in Computer Science, Northwestern University, GPA: 3.94/4.00

2024 – 2026

- Coursework: AI/ML in Robotics, Cloud Computing, CUDA, Distributed Systems, Networks, and Kernel Programming
- Spring 2026: Internet-Scale Experimentation, Constructing Compilers
- Thesis in progress: *Adaptive Profiling via ML-Driven Hardware Counter Orchestration*

Bachelor of Science in Computer Science, Tufts University School of Engineering, GPA: 3.97/4.00

2020 – 2024

- Graduated **summa cum laude**; Dean's List all 8 semesters
- Concentrations: Operating Systems, Concurrent Programming, Parallel Computing, and Computer Architecture

Academic/Research Awards

- Computing Research Association **Outstanding Undergraduate Researcher Award**, Honorable Mention
- **David Krumme Award for Experimental Computer Science** for meritorious research and projects of practical worth
- **TUAA Senior Award** for outstanding leadership, significant academic achievement, and extraordinary service

Skills

Languages: Assembly, C, C++, Chisel, Erlang, Go, Java, L^AT_EX, Python, RISC-V, Rust, Swift, Unix/Shell Scripting

Technologies: AWS, Docker, gdb, git, GitHub, GitLab, GPU/CUDA, Jira, Jupyter, Linux/Unix, PyTorch, TCP/IP, valgrind

Methods: Agile, Concurrent/Parallel Programming, Hardware Bringup, Operating Systems, Profiling, Test Development

Experience

Distributed Systems Engineering Intern | Bosch Robotics | Sunnyvale, CA

Summer 2025

- Transformed **FogROS** into FogX, a production fog robotics platform for swarms and cloud compute offloading
- Rearchitected app with pluggable protocols, observability, and CI/CD stacks to scale fleets and resolve security vulnerabilities
- Integrated **SCReAM** congestion control to optimize network utilization and reduce cloud offload latency
- Delivered AI-ready interfaces and regression suites enabling autonomous agents to propose and validate changes
- Implemented identifier-based addressing and ROS2 and TCP adapters to expose topics across networks without app changes
- Approved all changes to the Rust codebase, conducted code reviews, and mentored interns on parallel projects

Researcher | Prescience Lab, Northwestern University | Evanston, IL

Oct 2024 – Present

- Architected complete synthesis pipeline to translate high-level parallel programs (NESL) into custom hardware accelerators
- Reduced floating-point virtualization overhead by 600× via redesigned Linux exception handling with Chisel
- Implemented cross-stack changes to hardware, firmware, bootloader, Linux kernel, and C runtime for correctness and performance
- Peer Mentor for ≈100 Operating Systems students; taught batch and real-time scheduling policies and driver development

Software Engineering Intern | AeroVironment, Inc. | Wilmington, MA

Summer 2023

- Demonstrated cost of an aerial robotics platform can be dramatically reduced (≈30%) by transitioning to COTS hardware
- Ported large (>100k LOC), high-performance C++ applications to new distributed hardware environment using systemd
- Led hardware bringup and software integration effort. Created containerized automated development pipelines
- Refactored host/device communication protocol to modernize design and improve resiliency
- Debugged complex radio kernel driver compatibility issues; collaborated with hardware vendor engineers to resolve

Researcher | Bioinformatics and Computational Biology Group, Tufts University | Medford, MA Jan 2021 – Oct 2023

- Presented **published manuscript** (first author) at the Metadata and Semantics Research Conference in Milan, Italy
- Led multi-institutional team to deliver language support features, dramatically improved developer ergonomics for end-users
- Implemented client/server architecture in Python, with a well-documented API to support new language features and editors
- Leveraged beta tester feedback and automated regression testing frameworks to ensure a polished and resilient product
- Awarded Fowler Family Summer Scholar Grant to support independent, full-time research

Teaching Assistant | Department of Computer Science, Tufts University | Medford, MA

Sep 2021 – Jun 2024

- Collaborated with faculty to develop course infrastructure, assessments, and assignments, impacting >1000 students
- Co-wrote course materials and conducted oral exams for concurrent and parallel programming courses
- Designed and led labs and review sessions for C and C++ machine structure and assembly language courses
- Taught performance analysis and debugging strategies using tools including gdb and valgrind

Hither Creek Boatyard | Data Collection/Analysis | Madaket, MA

Summer/Winter 2018 – 2021

- Designed Yamaha outboard engine data collection methodology. Gathered, analyzed, and synthesized data for 18 engine models.
- Created accessible Yamaha outboard engine diagnostic charts. Recovered and transferred GPS chartplotter data.

Publications

Liam Strand et al. (2024). "Context-Sensitive Editing for the MEDFORD Metadata Language". In: *Metadata and Semantic Research*. Springer Nature Switzerland, pp. 278–283. ISBN: 978-3-031-65990-4.

Karl Hallsby, Liam Strand, and Peter Dinda (2026). "Hardware-based Kernel-Bypass Exceptions to Accelerate Floating Point Tracing and Virtualization". In review for HPDC '26.

Projects

Tactile Spatial Audio System: [CyberGrape](#)

- Led development of audio mixing tool using Rust, Raspberry Pi microcontrollers, and directional Bluetooth antennae
- Created flexible build system tooling to manage seamless cross-compilation and foreign library binding generation
- Developed hardware, firmware, and software solutions; managed scoping, planning, and team delivery of all MVP targets

Text Sentiment ML Classifier: [Senti-Mental](#)

- Designed neural network AI model to classify product and film reviews as positive or negative with ≈90% accuracy
- Project scope included using numpy, scipy, and sklearn for preprocessing, training, and hyperparameter search

RISC-V Processor

- Designed single-cycle RISC-V core in SystemVerilog, including control, datapath, and scaffolded memory subsystems
- Simulated and tested design for adherence to the RV32I specification using Verilator

Assembly Emulator: [VM Profiling](#)

- Built a simulated architecture emulator in C, and vastly improved performance using modern profiling techniques ([Demo](#))