Haixin Yu

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EDUCATION

Beijing University of Posts and Telecommunications, Master of Computer Technology 2021 – 2024

• Major: Computer Technology, School of Computer Science

Beijing University of Posts and Telecommunications, Bachelor's Degree

2017 - 2021

• Major: Computer Science and Technology, School of Computer Science, GPA: 3.50

Work Experience

ByteDance, Beijing, China

09/2021 - Now

(Lark Cross Platform Infrastructure) R&D Intern, Rust

- Worked with the infrastructure team to develop the cross-platform Rust client backend of Lark Messenger.
- Maintain Secret Chat, end-to-end encryption chat in Lark Messenger. Implemented and integrated a new protocol
 combined with an extended Diffie-Hellman and a double-ratchet algorithm, provides post-compromise security, forward
 secery and resilience for Secret Chat.
- Maintain storage component of Lark Messenger.
 - Developed *squam*, a SQL toolkit based on sqlite3 focused on binary size and performance. Comes with a better binary footprint compared to diesel.
 - Developed a asynchoronous sqlite connection pool for squam, gains a better throughput compared with r2d2.
 - Introduce type-checking mechanism for SQL queries to squam, which can help to find bugs at compile time.
 - Helped business teams to troubleshoot database related issues.
- Responsible for the stability of the Lark Messenger. Troubleshoot panics and crashes. Found bugs in libunwind, rust std and darwin.
- Refactored log upload module in Lark Messenger, improving code quality and readibility.

ByteDance, Beijing, China

04/2020 - 07/2020

(Lark iOS) R&D Intern, iOS

• Worked on fixing layout issues in i18n scenarios and other quality optimization projects.

Research Institute for Information Technology, Tsinghua University

10/2019 - 04/2020

(**NSLab**) Research Intern

- Explored the hardening of distributed graph database nebula with Intel SGX.
- Leveraged avx2 to accelerate the aggregation step of federated learning with SGX.

Portfolios

- Cecike: An out-of-order superscalar RV64IMAC microprocessor core running on FPGA. Designed from scratch, the core can decode two instructions per cycle and execute four instructions per cycle. A GShare branch predictor is introduced to improve performance, and the final IPC is 1.6.
- Muddy DNS: A DNS relay server with DNS forwarding and bad website blocking, implemented in Go. Parsees DNS packet headers according to RFC 1035, and operates on the packet according to the result. Supports high concurrency.
- SpinalHDL: A new hardware description language for FPGA and ASIC design. Implemented two test backends for it, VCS and Xilinx Vivado, which are widely used in industry.

Honors and Awards

ByteDance 2022 Q3 Spot Bonus

October 2022

First Prize of the Third National Student Computer System Capability Challenge

August 2019

SKILLS

- **Programming Languages**: not limited to any specific language, but experienced in Rust/C/C++/Chisel, comfortable with Python/Swift/Go/Assembly.
- Languages: Passed CET-6, can handle daily communication and document reading in English.
- Developing Tools: experienced in Linux programming, have experience with collaboration tools like Git, etc.
- Open-source Contributions: contributed to rust-lang/rust, SpinalHDL etc.

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