

# NANDOR LICKER

Trinity College ◊ Cambridge, UK ◊ CB2 1TQ

licker.nandor@gmail.com

## EDUCATION

---

### University of Cambridge

2018-2021

*PhD Computer Science*

- Focusing on cross-language optimisations between OCaml and C, supervised by Dr. Timothy Jones
- Supervising undergraduate students in Hardware, Semantics and Computer Design
- Received the Vice Chancellor's Scholarship of the Cambridge Trust

### University of Cambridge

2017-2018

*MPhil Advanced Computer Science, Distinction*

- Received the Cambridge European Scholarship and the Winton Capital Prize for Best Overall Student
- Developed a novel method of verifying the correctness of incremental builds
- Studied subjects related to compilers and computer architectures

### Imperial College London

2013-2016

*BEng Computing, First-class honours*

- Studied a wide range of subjects, focusing on Compilers, Architectures and Computer Vision
- Worked on a large number of individual and group projects developing optimizing compilers, augmented reality applications, operating systems, games and web applications
- Received the Morgan Stanley Prize, the Fornicary Engineering Prize, the G-Research Prize for Academic Excellence, the Palantir Forward Group Project Prize and the Governor's Prize

## EXPERIENCE

---

### OCaml Labs, University of Cambridge

Summer 2018

*Research Intern*

*Cambridge, UK*

- Improved the performance of clean builds using the *dune* build system by embedding the OCaml compiler into a process pool managed by the build tool, caching artefacts in memory
- Published *opam* packages to manage shared memory and off-heap objects in OCaml

### Stripe

Winter 2017

*Software Engineering Intern*

*San Francisco, USA*

- Worked with the Data Platform team, improving the Airflow/Scalping/Redshift infrastructure and implementing incremental snapshotting of production databases in order to significantly reduce costs
- Created a tool to translate SQL queries between various dialects

### Facebook

Summer 2015 & Summer-Autumn 2016

*Software Engineering Intern*

*New York & Seattle, USA*

- Interned with the Mobile Efficiency team on monitoring and improving iOS & Android disk storage
- Worked with the Compiler Toolchain team on instrumenting x86 binaries and contributing to the LLVM project by creating a global outlining optimization pass to reduce the size of AArch64 binaries
- Implemented parts of the JavaScript runtime in OCaml for the JSCaml project
- Contributed to the JavaScript interpreter and runtime in the prepack project

### Google

Summer 2014

*Software Engineering Intern*

*Zurich, Switzerland*

- Interned with the GeoConsumer Analytics team on the metrics processing pipeline of Google Maps

## SKILLS & INTERESTS

---

Keen interest Compilers, Computer Architectures and Programming Languages.

Fluent in English, Hungarian, Romanian, beginner in German and French