

PIERCE DARRAGH

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pdarragh.github.io

My research focuses on the design of programming language features that improve the ability of developers to translate their thoughts into code. I am particularly interested in advanced ergonomic static analyses.

Education

- In-Progress **University of Maryland**
PhD in Computer Science.
Advised by David Van Horn.
- 2018 **University of Utah**
MS in Computer Science.
BS in Computer Science, Minor in Linguistics.

Research

PUBLICATIONS

- BRM 2021 **SweetPea: A standard language for factorial experimental design.**
Authors: Sebastian Musslick, Anastasia Cherkasov, Ben Draut, Ahsan Sajjad Butt, Pierce Darragh, Vivek Srikumar, Matthew Flatt, Jonathan D Cohen.
Date: April 2021.
Venue: Behavior Research Methods, volume 54, issue 2.
URL: pdarragh.github.io/p/sweetpea
- Scheme 2020 **Clotho: A Racket Library for Parametric Randomness.**
Authors: Pierce Darragh, William Hatch, and Eric Eide.
Date: August 2020.
Venue: Scheme and Functional Programming Workshop 2020.
URL: pdarragh.github.io/p/scheme20
- ICFP 2020 **Parsing with Zippers (Functional Pearl).**
Authors: Pierce Darragh and Michael D. Adams.
Date: August 2020.
Venue: PACMPL, volume 4, issue ICFP.
URL: pdarragh.github.io/p/icfp20

PRESENTATIONS

- RacketCon 2020 **Clotho: A Racket Library for Parametric Randomness.**
Scheme 2020 **Clotho: A Racket Library for Parametric Randomness.**
ICFP 2020 **Parsing with Zippers (Functional Pearl).**

SELECTED PROJECTS

- In-Progress **a86 Assembly Interpreter** github.com/cmssc430/a86-interpreter
UMD uses a restricted subset of the x86-64 assembly language (called a86) for their undergraduate compilers course, which is implemented in Racket. I am implementing a step-able interpreter with helpful feedback to improve the student debugging experience.
- 2020–2021 **SweetPea** sweetpea-org.github.io
A domain-specific language built for the declarative specification of randomized experimental designs. I rewrote the back-end processing system and revised the front-end API.
- 2019–2020 **Xsmith** www.flux.utah.edu/project/xsmith
A generic fuzzer generator, built in the spirit of Csmith but implemented as a domain-specific language in Racket. I implemented the Python fuzzer specification and its necessary internal components, and also developed a new Racket library (named Clotho) to improve Xsmith’s capabilities for exploring state spaces.

Teaching

INSTRUCTOR

- Spring 2022 **CMSC 388X: Introduction to Programming Language Theory**
I developed a new undergraduate course with a labmate. Select topics included:
- Syntactic theory (e.g., BNF grammars, metafunctions).
 - Structural induction over syntax for proofs.
 - Reduction and typing relations via small-step operational semantics.
 - The lambda calculus.
 - Extending the lambda calculus with types and recursion.
- Students also formed small groups, and each group selected one paper from a pre-approved list to read and present for discussion with the class.

GRADUATE TEACHING ASSISTANT

- Spring 2023 **Compilers** — CMSC 430
Fall 2022 **Compilers** — CMSC 430
Spring 2022 **Advanced Functional Programming** — CMSC 488B
Fall 2021 **Programming Languages** — CMSC 330

Academic Service

- 2019–2021 Organizer, programming languages reading group, University of Utah.
2013 & 2014 Volunteer judge, Salt Lake Valley Science and Engineering Fair.

Awards

- 2021–Present Dean’s Fellowship, University of Maryland.
2012–2016 National Merit Scholarship, sponsored by E*TRADE.
2012 Merit Scholarship with Presidential Honors, University of Utah.

Industry Experience

Summer 2017 **Apple, Inc.**, Software Engineer Intern
Designed, built, and presented a secure framework for automatically creating proxy servers intended for use in internal penetration testing.

Non-Academic Service and Leadership

2020–Present Moderator, /r/ProgrammingLanguages Discord server.
2020–2021 Community manager, Jean Yang's #PLTalk Twitch stream and Discord server.
2014–2017 Web administrator, University of Utah Club Swim Team.
2014–2015 Men's team captain, University of Utah Club Swim Team.