
Micah Weston

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Education

Northeastern University

Boston, MA | Aug 2023

Candidate for Bachelor of Science in Computer Engineering and Computer Science

GPA: 4.00

- Honors: University Honors Program, Dean's List (all semesters)
Activities: NU Computer Architecture Research Lab, Competitive Programming Club, IEEE Eta Kappa Nu
Courses: High Performance Computing, Algorithms, Computer Architecture, Programming Languages, Object-Oriented Design, Computer Systems, Digital Design and Computer Organization, Embedded Design, Networks, Logic and Computation, Discrete Structures, GPU Programming Basics with CUDA
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Professional Experience

Khoury College of Computer Science | Teaching Assistant

Boston, MA | May – June 2021 & Jan 2021 – Present

- Current TA for CS 3500 – Object Oriented Design – Summer 2022
- Past TA for CS 5600 – Computer Systems – Spring 2022 and CS 3500 – Object Oriented Design – Summer 2021
- Guided students during office hours and graded assignments for a computer science course

MORSE Corp | C++ Software Engineer for Aerospace

Cambridge, MA | July – Dec 2021

- Developed C++ software on ARM Cortex-M series processors for aerospace and integrated systems applications
- Acted as sole firmware engineer for project comprised of a diverse set of 16 engineers from different backgrounds
- Refactored satellite communication firmware to double message rate and increase reliability
- Integrated improved system drivers to reduce halts by 80 percent in time sensitive real-time devices
- Upgraded project repository to Dockerized environment for Jenkins continuous integration pipeline
- Wrote Python code for data analysis scripts and utility software to support embedded systems
- Aided multiple flight test events as main software support for the field crew
- Validated hardware and software for integrated systems devices through simulated and physical tests

Freelance | Embedded Software Engineer

Las Vegas, NV | Apr – Aug 2020 & Dec – Jan 2021

- Generated C++ software for a digital color organ running from an ESP32 NodeMCU microcontroller
- Designed and implemented an automatic calibration system that balanced light amplitudes based on audio input
- Optimized algorithms for LED color assignment to reduce complexity and improve memory efficiency
- Migrated build process to PlatformIO while keeping backwards compatibility with Arduino IDE
- Generated dynamic color patterns from audio input processed by an FFT library to display through an LED display

Advanced Monitoring Systems | Embedded Systems Engineer

Las Vegas, NV | July – Aug 2020

- Validated hardware function and performance for embedded processors that controlled multiple sensors
 - Created documentation for hardware/software interfacing and the upload process for embedded software
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Skills

Programming: C++, C, Rust, Haskell, Go, CUDA, Java, Bash, Verilog, LLVM IR

Applications: Git, CMake, Bash Shell, Vim, JetBrains IDEs, GitHub, GitLab, Bitbucket, Docker, Jira, Jenkins

Technical: Linux, Mac, ESP32, ARM Cortex-M, SPI, I2C, Arduino, PlatformIO, Atmel ICE

Project Experience

NU Computer Architecture Research Lab | GPU Research Assistant

Boston, MA | Oct 2019 – Present

- Developing code and supporting benchmarks for a multi-GPU simulator built with the Go programming language
- Integrated support for V3 and V4 AMD GPU code object format to load kernel code into the simulator
- Wrote emulation code for instructions in GCN3, RDNA, and CDNA architectures
- Research Translation Lookaside Buffer (TLB) design to increase hit rate through memory address coalescing
- Implemented the page migration process as an interface supported with unit tests
- Wrote Bash scripts to automate building, executing, and collecting data for hardware simulations

LLVM Compiler Infrastructure | Open-Source Contributor

Remote | Dec 2021 – Present

- Contributing patches to optimize machine instructions with 24-bit immediate operands in the AArch64 back end

GPU Programming Basics with CUDA | Final Project Competition, NUCAR Lab

Boston, MA | Oct – Nov 2020

- Developed CUDA code for a Histogram Equalization image processing program ran with a Nvidia Kepler GPU
 - Increased kernel speed by 10% through use of Hillis-Steele Scan, shared memory, and fewer memory accesses
 - Improved program speed by 25% through reducing the memory footprint and coalescing the remaining allocations
 - Placed second as the only undergrad student in the class competition judged for program accuracy and speed
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