Richard Hu

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EDUCATION

University of California, Berkeley

Berkeley, CA

Electrical Engineering and Computer Science B.S. — GPA: 3.92

August 2019 - May 2023

- Courses: Algorithms, Operating Systems, Data Structures, Parallel Computing (Graduate), Machine Learning, AI, Computer Architecture, Probability and Stochastic Processes, Time Series, Convex Optimization, Linear Algebra
- Honors: Dean's List, Eta Kappa Nu (HKN) Honor Society, EECS Honor Society

EXPERIENCE

• The Voleon Group

Berkeley, CA

 $Software\ Engineer\ Intern\ -\ Infrastructure\ Engineering\ Team$

May 2022 - August 2022

- Created metrics collection tool and dashboard for flaky test detection, using **Python**, **Docker**, **Groovy**, **Elasticsearch**, and **Kibana**, and proposed specifications to engineers across **2 teams**
- Enabled consistent enforcement of flaky test guidelines, reducing time to identify severity of flaky tests by over **98%** from over **1 hour** to **1 minute** and saving over **9 person-hours** per week
- Profiled and analyzed Airflow DAGs to identify sources of slowdown within critical production jobs and detected
 multiple functions causing substantial slowdown in over 80% of DAGs

• Amazon Bellevue, WA

Software Development Engineer Intern - On-Road Execution team

May 2021 - August 2021

- Developed internal debugging tool to rapidly store and retrieve transporter itineraries using Java and Typescript
- Collaborated with 3 engineers to set up AWS S3 buckets, AWS Glue Tables, and AWS Kinesis Firehose delivery streams using AWS CDK
- Defined APIs to push itineraries through Firehose delivery stream to S3 buckets and query **AWS Athena** to retrieve itineraries by time range and transporter ID, and modified existing backend to utilize new APIs
- Reduced all itinerary-related human debugging time by 95%, from 20 minutes down to less than 1 minute

• University of California, Berkeley

Berkeley, CA

Undergraduate Research Assistant - SLICE Lab (advised by Professor James Demmel)

August 2021 - Present

- Lead research group exploring techniques for communication-reduction and privacy-preservation via randomized linear algebra, and differential privacy in federated learning settings
- RayLEAF: Design, develop, and optimize fast and scalable benchmark with flexible APIs using PyTorch and Ray, achieving over 60x speedup over existing frameworks

Head Teaching Assistant (TA) - CS 70 Discrete Mathematics and Probability Theory

June 2020 - Present

- Manage over 50 members of course staff, teach discussion sections of 40 students, and coordinate course logistics with 4 other head TAs and 2 professors for a class of over 850 students
- Rated 4.7 / 5 on average by students and won Outstanding Graduate Student Instructor Award (2021), awarded to top 10% of TAs university-wide

PROJECTS

• Parallel De Novo Genome Assembly

March 2022 - April 2022

- Partnered with 2 students to develop parallel algorithm for genome assembly using a distributed hash table with linear probing built using C++, shared memory parallelism, and distributed memory parallelism
- Achieved **4x speedup** over baseline parallel solution and **over 100x speedup** over baseline serial solution, placing in the top **10%** in a course of over 100 graduate students

• Lines of Action

March 2020 - April 2020

- Implemented 2-player Lines of Action board game in Java playable via terminal or GUI using AWT and Swing
- Researched game tree evaluation and engineered an AI based on Winands et al. 2001, winning second place in a course-wide tournament of over 400 competitors

SKILLS

Advanced: Java, Python, C, C++, Git, Machine Learning, Statistics, NumPy, PyTorch, Parallel Computing, OpenMP, Open MPI, CUDA, UPC++, Ray

Familiar: JavaScript, Typescript, SQL, Unix, AWS, TensorFlow, Jax, Elasticsearch, Docker, Kubernetes