

Education

Nanjing University 2023.09 - 2026.06 (expected)
Master's Degree in *Computer Science and Technology* | PASCAL Lab. Tutor: Li | Focus on **PL** and **Program Analysis**.
TA: **Principles and Techniques of Compilers** (Spring 2024)

Beihang University 2019.09 - 2023.06
Bachelor's Degree in *Computer Science and Technology* | GPA 3.84/4.00, qualified for postgraduate recommendation.
TA: **Programming in Practice** (Fall 2020), **Object-oriented Design and Construction** (Fall 2021, Spring 2022 | S.T.A.R. team)

Work Experience

NVIDIA 2025.02 - Present
OCG (Optimizing Code Generator) team GPU Compiler LLVM Backend Intern

- Participating in unifying the load-store instruction vectorizer between NVIDIA GPU graphics compiler and NVVM, ensuring the graphics compiler's vectorizer aligns with LLVM upstream:
 - Designed an encoding scheme for **multi-address graphic memory instructions** for LLVM's memory-access instructions vectorizer, implementing vectorization for multiple GPU graphic memory instructions while minimizing divergence from upstream;
 - Added several GPU memory instruction vectorization optimizations, including support for irregular memory access sequence vectorization and integer address vectorization; participated in implementing a new memory instruction alignment width inference pass, improving vectorizer performance while reducing codebase coupling;

Rust Foundation Fellowship Program 2024.09 - 2025.09
Rust Foudantion Fellowship (about 20 people globally) Project Fellow

- As a member of the Rust-lang Organization (rust-analyzer-contributors-team) and one of the rust-analyzer (official Rust IDE) **maintainers**, ranked in the **top 1%** of contributors; participated in issues handling and PR reviews across most project modules:
 - Implemented features like control flow highlighting, snapshot test updates, and participated in numerous bug fixes, enhancing IDE capabilities in code understanding and auto-generation;
 - Wrote a **SIMD** implementation for the unicode line breaking module for ARM NEON, achieving a **6.5x** speedup;
 - Emergency incident response for v0.3.1992**: 4 hours after release, the community discovered a critical bug causing resource exhaustion. I identified the issue in **3 hours** and designed a new algorithm as fix. This emergency fix controlled the incident's impact, preventing disruptions for global Rust developers.
- Contributing to other projects in the Rust language community, such as rust-clippy;

Awards

- 2022 **National Scholarship** (ranked 1 / 195 in the major), **Outstanding Graduate** of Beihang University;
- First Prize** in the 2021 NSCSCC Compilation System Design Competition (Huawei Bisheng Cup), ranking 2nd overall;
- First Prize** in the Lanqiao Cup C++ Programming Contest (Beijing Division) and **Third Prize** in the National Finals;
- Additionally awarded over ten provincial and university-level awards and scholarships.

Projects

Vizsla roife / vizsla (WIP)
Modern IDE for Chip Frontend Design · Master's Thesis Project Rust / SystemVerilog

- Implemented a **semantic analysis framework** and IDE infra for SV, aiming to equip chip design with modern IDE features;
- Based on an **incremental computation** architecture, designed and implemented an incremental analysis IR and specialized passes for efficient and accurate on-demand analysis;
- Project achieves **industry-leading standards** in functionality, performance, and usability: completed **dozens of** modern IDE features for SystemVerilog including code navigation, semantic refactoring, and completion with **millisecond-level** latency;
- Based on the Language Server Protocol, ensuring compatibility with VS Code, Emacs, NeoVim, and other mainstream editors.

Ailurus roife / ailurus (WIP)
Experimental Programming Language and Toolchain Design · Personal Interest Project Rust

- Based on **Martin-Löf type theory**, supporting **dependent types**, dependent pattern matching, and inductive datatypes. Implements propositional equality and uses Normalization by Evaluation for equivalence checking, enabling simple theorem proving;

- Features **typeclass-based ad-hoc polymorphism** with **operator overloading** for flexible code reuse;
- Implemented a **module system** for namespace management and encapsulation, addressing code organization in large projects;
- Serves as an experimental platform to explore collaborative design architectures for modern programming language toolchains (compilers, IDEs), aiming to enhance development efficiency and maintainability.

Ayame

 [No-SF-Work/ayame](#)

Compiler from SysY (C subset) to ARMv7 · Bisheng Cup Competition Project

Java / LLVM-IR / ARM

- Collaborative project, primarily responsible for backend optimizations on Machine IR, including **iterative register coalescing**, **instruction scheduling**, dead code elimination, and peephole optimizations. Also contributed to syntax tree visitor;
- Handled project testing and DevOps, setting up workflows with Docker and GitLab CI, and writing Python for automated testing;
- The project, built from scratch, featured a complete compiler pipeline (parsing to code generation) with extensive SSA IR and Machine IR optimizations. It ranked **2nd overall** in the competition, achieving **1st place in nearly half of the testcases** and outperforming gcc -O3 and clang -O3 on 1/3 of the examples.

LLVM-Lite



 [roife/llvm-lite](#)

Lightweight Edge-side Compiler for Neural Network Operators · Undergraduate Thesis Project














C++ / LLVM-IR

- Aimed to utilize known **shape information** from edge inference devices for **secondary optimization** of deep learning operators, reducing runtime spatial and temporal overhead;
- Included a **lightweight compiler** on inference devices and **trimming** work of the LLVM Codegen module. For target workloads, implemented optimizations such as **SCCP** and **DCE**, minimize overhead while maximizing results;
- Received **excellent** evaluation for the thesis. Successfully reduced inference time by 6% and binary file size by 38% for convolution and softmax operators; implemented **parse-time optimizations** that reduced compilation time by 60% and memory usage by 60%.

Other Personal Projects

-  [roife/firefly](#) (Rust) A simple neural network training/inference framework, implementing convolution, fully connected layers and other operators, with MNIST dataset classification implemented;
-  [Caniformia/HangGai](#) (Vue/RoR / SwiftUI, collaborative) Learning app for course in BUAA, available on the [App Store](#)

🔗 Open Source Contributions

-  **Rust Organization** ([rust-analyzer contributors team](#)) member, primarily maintaining  [rust-lang/rust-analyzer](#) also contributed to  [rust-lang/rust](#),  [rust-lang/rust-clippy](#),  [rust-lang/rustup](#),  [rust-lang/rust-mode](#)
-  [llvm/llvm-project](#),  [clangd/vscode-clangd](#),  [zed-industries/zed](#),  [MikePopoloski/slang](#),  [google/autocxx](#),  [yuin/goldmark](#),  [moonbitlang/tree-sitter-moonbit](#), [more projects on GitHub](#).

📁 Skills

- **Programming Languages:** Not tied to any specific language. Especially proficient in C, C++, Rust, Java, Python, JavaScript/TypeScript, and Verilog/SystemVerilog; have also worked with Ruby, Swift, OCaml, Haskell, Coq, Agda, etc.
- **Programming Language Theory**
 - Familiar with formal semantics, formal languages, and the theory of computation; experienced with interactive theorem.
 - Knowledge of the theory and implementation of **type systems** (e.g., Hindley-Milner, System F, Dependent Types).
- **Static Analysis:** Familiar with **static analysis** algorithms (e.g., CFA, IFDS, pointer analysis with varying sensitivities).
- **Compiler Design:** 3 YoE, proficient in the full compiler pipeline, with an emphasis on **compiler optimizations**:
 - Experience implementing PL features across multiple paradigms, such as bidirectional type checking and module systems.
 - Familiar with various **IRs** (e.g., SSA, MLIR, etc.) and **optimizations** across stages (e.g., Mem2Reg, SCEV, register allocation, etc.).
 - In-depth knowledge of **LLVM** and **LLVM-IR**; have implemented several analysis and optimization passes.
- **IDE Development:** 2 YoE. Familiar with IDE architectures based on **incremental computation** (esp. rust-analyzer and clangd); versed in the LSP and plugin development for VS Code, Emacs, and other editors.
- **Computer Architecture:** Familiar with ARM and x86 ISAs; understanding of out-of-order execution, multi-core communication, etc.; knowledgeable about NVIDIA GPU architecture.
- **Development Environment:** Proficient in Emacs; comfortable with macOS and Linux; adept at leveraging GenAI.

📁 Misc

- **Club:** Served as President of the *Beihang OpenAtom Open Source Club*, organizing multiple technical sharing and exchange events;
- **Blog:** [roife.github.io](#) mainly focused on theoretical computer science and course notes;
- **Languages:** Chinese (native), English.