

# Qifa(Richard) WANG

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OBJECTIVE: An engineering graduate passionate about computer architecture design, SW/HW co-design, accelerated computing, HPC, quantum computing, and software engineering. **Authorized to work for any employer in the US.**

## EDUCATION

**Computer Science & Engineering — *Master of Science in Engineering*** AUG 2023 - MAY 2025  
Rackham Graduate School, University of Michigan GPA: 4.00

**Computer Science, minors in Math and Physics — *Bachelor of Science in Engineering*** AUG 2020 - MAY 2023  
College of Engineering, University of Michigan *Summa Cum Laude, Dean's List, University Honors*, GPA: 3.77

## SKILLS

- **Coursework:** Computer Architecture and Microarchitecture, Parallel Computing and Architecture, GPU Programming, Compiler Design, Data Structure and Algorithms, Operating System, Machine Learning, Web Systems, Quantum Computing and Architecture
- **Programming languages:** C/C++, Python, Java, Verilog, SystemVerilog, CUDA, OpenMP, MPI, Javascript, TypeScript, Tcl
- **Frameworks and tools:** RISC-V, Qiskit, PyTorch, Tensorflow, REST, AWS, Docker, Vulkan, Synopsys(Design Compiler, VCS, Verdi), GNU, LLVM, NVCC

## WORK EXPERIENCE

**Apple Inc. — *Silicon Validation SW Intern*** MAY 2024 - PRESENT

- Implemented PPROC method to evaluate hardware coverage on pixel processing module down to bit-field-level. Coverage result provides feedback and guidance for arch test improvement. Constructed feedback loop using PPROC to optimize test coverage by adjusting parameters. Internalize hardware coverage PPROC method into testing platform to run and provide feedback on-the-fly.

**EECS 498: Quantum Computing — *Graduate Student Instructor*** MAY 2023 - MAY 2024

- Redesigned course materials with lead instructor. Improved project specifications and test suites. Prepared lab materials and taught two lab sections weekly with around 40 students. Held weekly office hours for 9 hours.

**Werfen — *Software & Algorithm Development Intern*** MAY 2021 - AUG 2021

- Drafted roadmaps and formalized criteria and limitations for Mercury Algorithm Prototype (MAP). Engineered pivotal elements such as backend modules, front-end web tool, and GUI.

## TECHNICAL PROJECTS

**Team Design — *R10K Out-of-Order Processor Redesign with RISC-V ISA*** JAN 2024 - MAY 2024

- Engineered advanced features like N-way superscalar, GShare-Best branch predictor, early tag broadcasting, and return address stack to reduce latency. Revamped memory hierarchy using prefetching, associative, multi-ported and non-blocking cache, along with victim caching strategies. Optimized dependent memory operations with a data-forwarding load-store queue.
- Designed, implemented and verified microarchitecture at RTL level for reservation stations, Icache, Dcache, and load-store queue. Successfully simulated and synthesized the processor and passed 100% of test suites. Performance ranked top 25% among all.

**Personal Project — *Batched Quantum Circuit Simulation on GPU*** SEP 2023 - MAY 2024

- Engineered a CUDA framework for efficient, batched simulation of diverse quantum circuits on GPU in parallel.
- Achieved super-linear enhancements in both simulation efficiency and scalability, identifying potential bottleneck areas and proposing corresponding optimization strategies.

**Team Design — *Compiler Optimization for CUDA Memory Coalescing (COALDA)*** SEP 2023 - DEC 2023

- Boosted CUDA program efficiency by optimizing memory access patterns, targeting and restructuring uncoalesced memory accesses. Thorough static analysis and performance evaluations showed a notable reduction in L2 cache bandwidth usage.
- Established an NVCC-Clang compilation pipeline to make CUDA kernel available for IR-level optimization.

**Team Design — *Linux-Based Operating System*** JAN 2023 - MAY 2023

- Developed a custom thread library to simulate multi-cpu, multi-threaded execution using C/C++. Implemented a sophisticated kernel pager system for efficient management of applications' virtual memory, encompassing the creation, copying, destruction, and allocation of address spaces. Engineered robust, multi-threaded network file server for reliable data exchange. Designed a hierarchical file system with comprehensive access control and fine-grained locking mechanisms to secure file ownership and permissions.

## PERSONAL

- Competitive saber fencing athlete who also loves alpine skiing and playing tennis
- Founder of BeaverWorks engineering club with MIT Lincoln Lab and BAE & System as sponsors
- Multilingual: English, Mandarin, Cantonese, French