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## Work Experience

Aug 2023 - **FPGA Compiler Engineer**, *Intel*, Toronto ON

- Ongoing
- Worked on the FPGA backend for the Intel oneAPI C++ compiler, which compiles high level **SYCL** or **OpenCL** code to an executable where a CPU host can execute kernels on an FPGA
  - Designed a feature to generate Avalon-based **RTL** interface for compute kernels that includes registers to control and monitor hardware interrupts, ensuring usability for customers developing device drivers by engaging with FAEs for early feedback
  - Created and troubleshooted FPGA-specific loop optimization passes in the **LLVM** framework to improve throughput and area usage for user designs targeting Intel FPGAs as a heterogenous acceleration platform, improving throughput/area performance by 15% on a user benchmark suite
  - Debugged complex issues across the hardware-software boundary, including investigating compiled binaries, LLVM IR, OpenCL runtime libraries, Quartus compilation pipelines, Modelsim simulations, and HAL functionality

Sep 2022 - **Software Engineering Intern**, *Snowflake*, San Mateo CA

- Dec 2022
- Developed data privacy features at the SQL query engine level for Snowflake's cloud database platform
  - Added rules to an **ANTLR 3** grammar to enable managing data aggregation policies in SQL, enabling customers to share data while maintaining their users' privacy
  - Implemented compiler changes in **Java** to parse and generate code for applying policies to a table
  - Implemented changes to a custom **FoundationDB** layer to store information about policies

Jan 2022 - **Compiler Engineering Intern**, *Groq*, Toronto ON

- Apr 2022
- Worked on the middle-end of Groq's compiler, which converts ONNX models to an instruction stream for the Tensor Streaming Processor, a custom neural network inference accelerator
  - Increased neural network inference throughput by up to 20% by designing algorithms in **C++** to efficiently utilize hardware resources for common tensor operations (e.g. convolutions)
  - Created optimization passes in **C++** using the **MLIR** compiler framework to manipulate neural networks described in **ONNX** format
  - Created machine learning models in **PyTorch** to run end-to-end compiler tests and measure cycle-accurate performance when run on custom neural network accelerator hardware

Jan 2020 - **Software Engineering Co-Op**, *RadComm Systems*, Oakville ON

- Aug 2020
- Developed software systems for controlling RadComm's radiation detection devices, which are used in recycling and medical facilities for monitoring and safety purposes
  - Implemented algorithms in **C#** to analyze radiation patterns using the **ReactiveX** library to handle real-time data emitted by an embedded device, processing energy histograms every 100ms
  - Automated the device calibration process using **C#** to allow parallel setup of many devices

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## Projects

May 2022 - **Bayesian Network Acceleration Compiler**, Scala — Chisel — Python — Verilog

- Dec 2022
- Created a compiler in **Scala** to convert Bayesian network specifications into a **Verilog** module that can answer queries on the network with real-time evidence based on Markov-Chain Monte-Carlo techniques
  - Created **Protobuf**-based specifications for model description and elaboration
  - Created language for expressing Bayesian networks parsed using an **ANTLR 4** grammar
  - Utilized **Chisel** to construct hardware modules dynamically and generate RTL for various backends

Feb 2022 - **CHIP-8 Emulator**, C++ — SDL2 — ImGUI

- Mar 2022
- **C++** interpreter for CHIP-8 instruction set, runs publicly available ROMs
  - Includes graphical and audio interface using the **SDL2** library
  - Designed live debugger using **ImGUI** to inspect memory dumps and processor state

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## Education

Sep 2018 - **University of Waterloo**, *Computer Engineering B.A.Sc.*, Waterloo ON

Apr 2023 Cumulative average **92%**