

## Work Experience

- Jan 2022 - **Compiler Engineering Intern**, *Groq Inc.*, Mississauga ON (remote)
- Apr 2022
- Designed and implemented algorithms to efficiently utilize hardware resources for common tensor operations (e.g. convolutions), increasing inference throughput by up to 40%
  - Created optimization passes in **C++** using the **MLIR** compiler framework to manipulate neural networks described in the **ONNX** format
  - Created machine learning models in **PyTorch** to run end-to-end compiler tests and measure cycle-accurate performance when run on custom hardware
- Jan 2020 - **Software Engineering Co-Op**, *RadComm Systems*, Oakville ON
- Aug 2020
- Researched cutting-edge radiation detection techniques using **GNU Octave** and **Python** for data visualization to assess development options
  - Implemented algorithms in **C#** to analyze radiation patterns using the **ReactiveX** library to handle real-time data emitted by an embedded device
  - Automated device calibration process using **C#** to allow parallel setup of many devices
- Sep 2020 - **Undergraduate Research Assistant**, *University of Waterloo*, Waterloo ON
- Dec 2020
- Wrote **C** implementation of novel post-quantum cryptographic algorithms
  - Implemented cache-aware optimizations resulting in 60% speed improvement
  - Created custom boolean matrix library for use in cryptographic algorithms
- May 2019 - **Secure Software Developer**, *ESCRYPT*, Waterloo ON
- Aug 2019
- Implemented asynchronous process in **C++** for periodically provisioning digital certificates on-vehicle, improving anonymity in the system by enabling certificate swapping
  - Wrote ETSI-compliant tests using **GoogleTest** framework to prove functionality

## Projects

- May 2022 - **Bayesian Network Accelerator**, Python — VHDL — Chisel
- Aug 2022
- Created hardware design for inference over a Bayesian network leveraging parallelism, efficient discrete sampling algorithms, and Markov-Chain Monte-Carlo methods (e.g. likelihood weighting)
  - Created **protobuf**-based specifications for model description and elaboration
  - Implemented compiler in **Python** to analyze models and emit VHDL for accelerator
- 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 **SDL2**
  - Designed live debugger using **ImGUI** to inspect memory dumps and processor state
- Dec 2021 - **3D Rasterized Render System**, C++ — CMake — OpenGL
- Jan 2022
- 3D rasterized rendering system written with **OpenGL 3.3** in **C++17**
  - Implements mesh generation, texture loading and phong lighting shaders
  - Allows model loading from common file types based on the **Assimp** library
- Sep 2021 - **Pipelined 32-Bit RISC-V Core**, Verilog — Verilator
- Nov 2021
- Implements RV32I spec; written from scratch in **Verilog**, simulated using **Verilator**
  - Wrote **Python** script to run standardized RV32I instruction and benchmark tests

## Education

- Sep 2019 - **University of Waterloo**, *Candidate for Computer Engineering B.A.Sc*, Waterloo ON
- Apr 2023 (expected)
- Relevant coursework and projects in:
- |                         |                          |                             |
|-------------------------|--------------------------|-----------------------------|
| ○ Computer Architecture | ○ Operating Systems      | ○ Digital VLSI              |
| ○ FPGAs                 | ○ Compilers              | ○ Computer Security         |
| ○ ARM & RISC-V ISAs     | ○ Reinforcement Learning | ○ Digital Signal Processing |