ERIC ZHOU

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EDUCATION

University of California, Berkeley

August 2015 - May 2019

B.S. Electrical Engineering and Computer Sciences

GPA 3.94

Awards: Honors to Date • Dean's List • Eta Kappa Nu

Relevant Courses: CS162 Operating Systems (A+) • CS262A Advanced Topics in Computer Systems • CS164 Programming Languages and Compilers • CS186 Databases • CS170 Algorithms • CS189 Machine Learning • CS161 Computer Security

- CS184 Computer Graphics CS270 Combinatorial Algorithms EECS151 Digital Design and Integrated Circuits (A+)
- EE140 Linear Integrated Circuits

EXPERIENCE

Internships

VLSI Intern at NVIDIA Summer 2018

- Ran self-heating experiments with Cadence Voltus on several blocks of an unreleased 7nm graphics card
- Showed with simulated results that self-heating effects do not significantly impact the lifetime of the chip

Software Development Engineer Intern at Amazon

Summer 2017

- Developed an internal tool for Amazon Fresh that enables safe and quick updates to merchant schedules
- Wrote both the AngularJS frontend and the Scala backend, which interfaces with other Amazon services
- Greatly increased the speed at which Fresh can launch in new regions

Software Engineer Intern at Rently

Summer 2016

- Enabled Rently Keyless smart home devices to be controlled with voice on the Amazon Echo
- Wrote a natural language parser in Node.js that processes an English command into JSON

Research

NumPyWren at RISELab with Professor Jonathan Ragan-Kelley

Fall 2018

- Enabled multicore machines running serverless functions to more closely approximate the efficient communication patterns of a traditional MPI cluster by caching data
- $\bullet \ \ \text{Wrote a highly concurrent software cache in C++ that caches data from an object store such as Amazon S3}$

Robot Arm with Professor Pieter Abbeel

Fall 2017 - Spring 2018

Wrote drivers in C++ for devices on a microcontroller such as the temperature sensor and watchdog timer
Improved serial messaging protocol to reduce number of messages sent between microcontrollers by 2x

Teaching

Undergraduate Student Instructor for **CS162** (Operating Systems)

Fall 2018 - Spring 2019

- Evaluated a wide variety of student project design documents
- Identified ideas that would lead to success and provided guidance for designs that needed work

PROJECTS

Operating System

Ongoing

- My own operating system for x86, started from scratch and written in C, created mainly for fun
- · Current goal is a simple monolithic kernel with preemptive multitasking and a text user interface

Grocery Split

Ongoing

- A web server written in Go for uneven bill splitting
- Features a web UI that allows each person to individually select desired items
- Parses digital receipts to gather data about purchases such as the price of each item

SKILLS

Languages: C • Python • Java • Go • Scala • Perl • C++ • Javascript • SQL • x86 • Verilog *Main Interests:* Distributed systems • Operating systems • Networking