Peter Cao



Passionate student seeking to use tech to find advances in computer architecture, compilers and machine learning. EDUCATION

University of Michigan - Rackham Graduate School

Ann Arbor, MI

PhD in Computer Science and Engineering

August 2024 - Present

Relevant Coursework: Parallel Computer Architecture, Advanced Topics in Computer Architecture, Advanced Scalable Systems **Cornell University** – *College of Engineering*Ithaca, NY

B.S. in Computer Science and Applied/Engineering Physics; GPA: 3.713/4.0

September 2020 - May 2024

Relevant Coursework: Compilers, Computer Architecture, Distributed Systems, Functional Programming, Algorithms, Operating Systems, Embedded Systems, Natural Language Processing, Machine Learning, H. Data Structures & OOP, Quantum Information Hardware & Computing, Classical & Quantum Mechanics, Electromagnetism, H. Discrete Math, Mathematical Physics

EXPERIENCE

Google Mountain View, CA

SWE Intern (Python, C++, MLIR)

May 2023 - August 2023

- Added a performance pass to a compiler dashboard to profile and see the performance of different ML models running on a simulator
- Designed and implemented a Halide-like scheduling language for the Edge TPU ML Compiler for MLIR programs

GoogleSWE Intern (TypeScript, Python, C++, Java)

Sunnyvale, CA May 2023 - August 2023

Performing feature exploration and fullstack engineering for Gmail's Help Me Write and other intelligence features.

Apple Cupertino, CA

SWE Intern (Python)

January 2023 - May 2023

• Developed a tool for working with programs in CoreML's Model Intermediate Language &.

Google

Sunnyvale, CA

STEP Intern (Java, TypeScript)

May 2022 - August 2022

• Added support for new ECMAScript 2022 features such as error causes, static class blocks, and class fields to closure-compiler ☑ using Java in a group of 4.

Research

CCCP (Compilers Creating Custom Processors) Lab

Ann Arbor, MI

University of Michigan

August 2024 - Present

- Working under Professor Scott Mahlke in hardware-software codesign, working with both compilers and computer architecture to make efficient applications
- Collaborating with Los Alamos National Laboratory to make indirect memory accesses more efficient

noisy intermediate scale quantum devices with 6-20 qubits using Cirq and Pennylane

M3 Research Lab

Ithaca, NY

Cornell University

August 2023 - December 2023

Wrote benchmarks with ML applications for use of testing a processing-in-memory processor compared to a normal CPU
 Wilde Lab

Cornell University

August 2022 - December 2022

• Studied the use of variational quantum algorithms for quantum ML, specifically the optimization algorithms compared to gradient descent

Zhang Lab Ithaca, NY

Cornell University

May 2021 - December 2021

- Trained, designed, and accelerated convolutional neural networks for object detection and classification of a dataset of almost 20k images on FPGAs for applications for drones using Pytorch and Vivado HLS technology
- Investigated the use of color quantization optimizations to reduce the energy and runtime of the object detection model **McMahon Lab** Ithaca, NY

Cornell University

August 2020 - May 2021

- Developed and researched quantum variational PDE solving algorithms by testing ansatzes and optimization approaches for
- Investigated the read-in process in order to initialize a quantum state given classical initial conditions, specifically for the heat equation

Cornell University

Teaching Assistant/Grader

January 2021 - May 2024

Ithaca, NY

 Held lab hours, organized and led review sessions, answered questions, and graded homeworks and projects for 7 semesters and thousands of students taking these courses

- ECE/ENGRD 2300: Digital Logic and Computer Organization

 SP 2021
- CS 4820: Introduction to Analysis of Algorithms C FA 2021, SP 2021, FA 2022, SP 2023, SP 2024
- AEP/ENGRD 2550: Quantum Information Hardware SP 2022
- Principles of Large-Scale Machine Learning ☑ FA 2023
- ECE 4750/CS 4420: Computer Architecture ☑ FA 2023
- AEP 4300: Advanced Mathematical Physics SP 2024

PROJECTS

Multicore Processor (SystemVerilog)

August-December 2022

• Implemented a four-core pipelined processor with a ring network and a blocking 2-way associative cache in order to run RISC-V assembly instructions with a variable multiplier

Xi Compiler (OCaml, Java)

January-May 2022

• Implemented a full compiler to x86-64 Assembly with optimizations for an imperative, statically typed language with support for records, arrays, and other control flow structures

RatHunt (OCaml, PostgreSQL)

September-December 2021

 Made a full-stack website that was able to host a puzzlehunt and supported team creation, answer checking and submission and also storing information in a PostgreSQL database

Bot Be Named (Python)

January 2022

 Added puzzlehunt management functions using the Google Sheets API and discord.py for a Discord bot used by 5 Discord servers

Stock Explorer (Typescript, React, Express, Firebase, Node)

April-May 2021

• Made a full-stack website that allows users to track and save stocks and simulate having their own portfolio

CritterWorld (Java, JavaFX)

October-December 2020

• Implemented a parser and interpreter for a critter language which was used to make a GUI world simulation accepting client-server requests

SKILLS

- Languages/Frameworks: Python, OCaml, Java, NumPy, Typescript, Node, Express, JSON, React, MatPlotLib, Verilog, Flask, SQLite, NoSQL, Cirq, Pennylane, Scikit-Quant, PyTorch, C/C++, HTML, CSS, MLIR, LLVM
- **Tools**: Git, Google Apps, Microsoft Office, Autodesk Inventor, NI Multisim, Arduino, CAD, 3-D Printing, LATEX, Data Structures & Algorithms, Postman, Firebase, Compiler Implementation, Heroku