

# Brian E. Zhang

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atomicapple0

## EDUCATION

- May.'23 – May.'24 **Carnegie Mellon University** Pittsburgh, PA  
*Masters of Science in Computer Science, Research Thesis (GPA: 4.0/4.0)*  
Built LithOS, an operating system for multi-tenant deep learning workloads on GPUs.  
Advised by Dimitrios Skarlatos & Todd Mowry.
- Aug.'19 – May.'23 **Carnegie Mellon University** Pittsburgh, PA  
*Bachelors of Science in Computer Science (GPA: 3.8/4.0; \$200,000 grant)*  
Coursework includes: Advanced Distributed & Operating Systems; Robot Localization & Mapping; Computer Graphics; Computer Vision; Compiler Design; HoT Compilation; ...

## WORK EXPERIENCE

- Nov.'24 – Present **Modular - LLM Serving.** Software Engineer  
Built large portions of batch scheduler and PagedAttention memory management system in the MAX LLM serving platform. Main DRI for [Prefix Caching](#) and KVCache CPU offloading. Also wrote some GPU kernels in Mojo and optimized various operator fusion passes within our C++ MLIR based Graph Compiler.
- Jun.'22 – Aug.'22 **Meta - AI Infra.** Software Engineer Intern  
Improved Starlight, an internal ML pipelining platform, with compile-time type checking for various native Python types to preemptively catch failures in user code before launching expensive training jobs.
- Sep.'21 – Dec.'21 **NASA - Orion Backup Flight Software** Software Engineer Intern  
Engineered software limits on rocket thruster firings to meet power usage requirements on the Orion spacecraft for the Artemis II mission. Built tooling to manage how bytes are packed in Orion's telemetry message structs.
- Jun.'21 – Aug.'21 **Amazon - Search Relevance** Software Developer Intern  
Extended Amazon's A/B testing library to track the impact of newly released Amazon search ranking features on key business metrics. Scheduled daily Spark jobs to clean, preprocess, and extract insights from petabytes of user data.

## PROJECTS

- May.'23 – Present **LithOS: An OS for GPUs** Lead Researcher & Developer  
LithOS achieves best-in-class performance isolation and GPU utilization across many GPU sharing benchmarks. Required significant reverse engineering effort for NVIDIA GPU drivers. Written in Rust & CUDA. Work is a collaboration with Meta and a submission to SOSP'25.
- Jan.'24 – May.'24 **SMoL: A SML to C Compiler** Developer  
Implemented compiler passes including elaboration, hoisting, closure conversions, etc in the SML functional programming language. Includes cheney-scan semispace garbage collector.
- Oct.'22 – Nov.'22 **Pebbles OS: A Preemptive Unix Kernel** Developer  
Developed a Unix kernel from scratch in C & x86 assembly. Supports guest OSes with para-virtualization. Also wrote a POSIX-like user-space threading library on top of Pebbles.
- Mar.'22 – May.'22 **RadarSLAM: Localization for Self-Driving Cars in Adverse Weather** Developer  
Wrote first open-source implementation of SOTA RadarSLAM algorithm. Evaluated algorithm performance on real-world driving datasets. [30+ GitHub stars](#).

LEADERSHIP & SERVICE

Jul.'23 – Aug.'23	<b>Come On Out - Japan</b> Taught English to Japanese middle and high school students for five weeks in Tokyo, Nagano, and Yamanashi.	Teacher
May.'20 – May.'23	<b>CMU School of Computer Science</b> Graded student work, wrote exams, and taught recitations for Principles of Imperative Computation (Summer '20), Introduction to Robotics (Spring '23), and Operating System Design and Implementation (Fall '23). Received overwhelmingly positive student feedback. Read reviews <a href="#">here</a> .	Teaching Assistant
Dec.'21 – May.'23	<b>CMU Explorer's Club</b> Maintained club's outdoor equipment and hosted weekly gear checkouts for members.	Quartermaster
Dec.'20 – Jan.'22	<b>CMU Puzzlehunt</b> Organized and wrote the biannual CMU Puzzlehunt for over 1500 participants. My puzzles include: <a href="#">Mother Functions</a> , <a href="#">The Pirate's Gambit</a> , <a href="#">A Tartan's Responsibility</a> .	Staff & Puzzle Writer
Aug.'20 – May.'23	<b>CMU Recreational Running Club</b>	Treasurer
Dec.'20 – May.'21	<b>CMU Housing Services</b>	Resident Assistant

AWARDS			* = team competition	LANGUAGES	
2024	<b>3rd Place</b> <b>\$250 Recipient</b>	CMU Algorithms With A Purpose AI Contest* CMU Robotics Club SHRG Grant		fluent English conversational Mandarin	
2023	<b>University Honors</b>	CMU		PROGRAMMING	
2022	<b>1st Place</b> <b>1st Place, \$1000 Prize</b>	CMU Robot Arm Autonomous Jenga Contest* CMU Mobile Robots Race		C, Rust, Python, Java, CUDA, MLIR/LLVM, SML, Mojo, Why3, MATLAB, Mathematica, Scala, Docker, Bash, Git, $\LaTeX$	
2020	<b>Category Prize</b>	CMU TartanHacks*		INTERESTS	
2019	<b>"Ring of Honor"</b> <b>10th Place</b>	CMU Intro Comp. Biology, Research Project FAMAT Programming Contest*		puzzlehunts, 2d animation, biking, shogi, cooking, board games, pickleball	
2018	<b>\$2000 Recipient</b> <b>Alumni</b>	Mu Alpha Theta Grant Wolfram Summer School			
2017	<b>2nd Place</b>	NSU Psychology Bowl*			