

# Xiangxi Guo (Ryan)

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## EDUCATION

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<b>University of Illinois Urbana-Champaign</b> <i>Candidate for a Master in Computer Science</i>	Champaign, IL Expected: Dec. 2022
<b>Northeastern University</b> <i>Bachelor of Science in Computer Science and Mathematics</i>	Boston, MA 2017 - 2021
<b>Tsinghua University</b> <i>One-semester study abroad program</i>	Beijing, China Fall 2019

## PROFESSIONAL EXPERIENCES

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<b>Meta FAIR Lab</b> <i>Software Engineering Intern</i>	Menlo Park, CA May. – Aug. 2022
<ul style="list-style-type: none"><li>Built runtime abstractions and a OneDNN tensor backend in Flashlight, a ML library.</li><li><b>Designed and implemented</b> a Tensor JIT prototype in Flashlight.</li></ul>	
<b>Facebook</b> <i>Software Engineering Intern</i>	Menlo Park, CA June. – Aug. 2021
<ul style="list-style-type: none"><li><b>Designed and implemented</b> a tool to give Presto users query improvement suggestions via post-execution analysis.</li></ul>	
<b>Facebook</b> <i>Software Engineering Intern</i>	Menlo Park, CA May. – Aug. 2020
<ul style="list-style-type: none"><li>Developed generic model inference validation tools for verifying model updates and optimization.</li></ul>	

## TEACHING EXPERIENCES

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<b>University of Illinois Urbana-Champaign</b> <i>Teaching Assistant for Intro to CS II</i>	Champaign, IL Sept. – Dec. 2022
<i>Teaching Assistant for Intro to CS II</i>	Jan. – Apr. 2022
<b>Northeastern University</b> <i>Teaching Assistant for Algorithm</i>	Boston, MA Jan. – Apr. 2020
<i>Teaching Assistant for Algorithm, Computer System (graduate level)</i>	Jan. – Apr. 2019
<i>Course Assistant for Fundamentals of Computer Science I</i>	Sept. – Dec. 2018

## SKILLS

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Programming Languages:	C/C++, Java, Python, OCaml, Javascript, Rust, Haskell, Racket
Tools:	Git, GDB, LLVM
Natural Languages:	Chinese – native, English – fluent, Japanese – conversational, Spanish – beginner.

## PROJECTS

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<b>SLP Vectorizer</b>	<i>UIUC Advanced Compiler Class Project</i>
<ul style="list-style-type: none"><li>With a teammate, researched and implemented an SLP-based vectorization Pass in <b>LLVM</b>.</li><li>Independently developed searching heuristics on seed instructions to <b>outperform</b> LLVM 13's built-in SLP pass by up to <b>30%</b> on standard benchmarks.</li></ul>	
<b>SoC</b>	<i>Independent Project written in OCaml and C</i>
<ul style="list-style-type: none"><li><b>Designed and implemented</b> a compiler for a subset of OCaml, using OCaml with <b>no external dependencies</b>.</li><li>Implemented lexer, parser, type inference, register allocation, codegen (for arm64 and x86), and a runtime.</li></ul>	
<b>Decaf Compiler</b>	<i>Tsinghua University Compiler Class Project written in Java</i>
<ul style="list-style-type: none"><li>Added abstract methods, type inference, and first class functions to a given compiler framework for a subset of Java.</li><li>Implemented backend optimizations such as Common Subexpression Elimination and Dead Code Elimination.</li><li>Identified and fixed several bugs in the provided framework via GitHub pull requests.</li></ul>	