Yi-Hsi (Eric) Lu

Software Engineer

Cupertino, CA

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Profile

5+ years experience in Developer Tools development, focused on co-design, validation, verification and productization of performance monitoring hardware features.

Professional Experience

Google TPU Developer Tools / Software Engineer
May 2022 - Jan 2023, MOUNTAIN VIEW

Led TPU tracing feature support; improved trace readability by introducing new annotations in TPU SW stack.

Worked on co-design of next gen TPU tracing architecture. Implemented software tracer as the golden example for hardware design validation and verification.

Co-authored the 1st internal SDK for first party developers.

NVIDIA Developer Tools / Software Engineer
July 2017 - May 2022, AUSTIN

Led GPU PC sampling API support.

Established devtools emulation test plan to catch HW bugs at the early stage of chip development.

Introduced a new metric scheduling algorithm, greatly reducing profiler execution time.

Improved GPU sampler peak performance by more than 30x by validating and integrating new hardware features into existing tools.

Worked as the lead of SOC profiler project. Coordinated between HW/kernel/SW teams and successfully delivered the product in 9 months.

NVIDIA Developer Tools / Software Engineer Intern
Jan 2017 - May2017, AUSTIN

Education

The University of Texas at Austin / Master of Science in Electrical and Computer Engineering

August 2015 - May 2017, AUSTIN

Computer Architecture, Computer Graphics, Locality & Parallelism, Computer Performance Evaluation & Benchmark

National Taiwan University / Bachelor of Science in Electrical Engineering

September 2010 - May 2014, TAIPEI

Algorithm, Data Structure, Digital System Design

Skills

C/C++

Python

Assembly

CUDA

Computer Architecture