# HAODONG LU

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#### **EDUCATION**

## Huazhong University of Science and Technology, Hubei, China

♦ B.S. in Computer Science, expected July 2024

2020 - Present

 $\diamond$  Cumulative GPA: 3.87 / 4.00

## University of California, Berkeley, Berkeley, CA, USA

♦ Exchange Program Study♦ Cumulative GPA: 4.00 / 4.00

Jan 2023 - Jun 2023

## EXPERIENCE

### Research Assistant

Oct 2023 - Present

Big Data & System Team, Key Laboratory of Service Computing and Systems Ministry of Education & Amp, Huazhong Uni. of Science & Tech.

Wuhan, Hubei, China

- Co-leading the research of "RPAttention", an optimization of KVCache memory management policy for LLM.
- Exploring more optimizations of the operation of LLM based on compilation techniques.

## Research Assistant

May 2023 - Aug 2023

Database Group, University of Wisconsin–Madison.

Madison, WI, USA (Hybrid)

- Re-implemented the main part of the tile-based lightweight integer compression in GPU with the optimization.
- Explored more efficient bit-packing compression and optimization techniques in the context of GPU.

#### Research Assistant

Jun 2022 - Jan 2023

Distributed Systems Team, Key Laboratory of Service Computing and Systems Ministry of Education & Amp, Huazhong Uni. of Science & Tech.

Wuhan, Hubei, China

- Co-led the research of extending the sandwich arbitrage strategy and proposed a "Lasagne" strategy on Ethereum.
- Conducted several experiments to evaluate the strategy and optimized arbitrage speed (1.53x) and accuracy.
- Developed an efficient arbitrage system for the "Lasagne" strategy and the related paper.
- Led a "XETH" project: An open-source platform for Ethereum data intelligence analysis and management.

#### Research Intern

Jan 2022 - Feb 2022 & Jul 2022 - Present

Parallel Data Storage Lab, PingCAP Inc. & The Wuhan National Lab for Optoelectronics

Wuhan, Hubei, China

- Participated in the Talent Plan of PingCAP Inc. and completed the TinyKV project.
- Co-Realized offloading the compaction operation of LSM-tree to the DPU hardware accelerators based on RocksDB.
- Implement a simple RDMA-based RPC and co-developed a lightweight client-server file system running separately on DPU and CPU.
- Contributed to the paper "DComp: Efficient Offload of LSM-tree Compaction with Data Processing Units".
- Exploring more efficient and smarter Offload of Compaction with AI (RL & LLM) and new hardware.

### Research Assistant

Oct 2020 - Dec 2021

National Key Laboratory of Digital Manufacturing Equipment and Technology

Wuhan, Hubei, China

- Co-developed an adsorption mobile processing robot system for large-scale aircraft variable-curvature skin.
- Co-invented a perception-fused prosthetic hand, responsible for developing perceptual acquisition modules and perceptual feedback modules.
- Developed desktop and web applications tracking and displaying robots' real-time position.
- Eliminated accumulated errors using AprilTags visual fiducial system, thus achieving centimeter-level positioning.

## **PUBLICATION**

#### AWARDS & SCHOLARSHIPS

♦ School Innovation Scholarship	Oct 2023
$\diamond$ First Prize: $17^{th}$ "Challenge Cup" National College Student Curricular Academic Science & Techno Competition	ology Works Apr 2022
$\diamond$ Grand Prize: 13th Hubei Province "Challenge Cup" College Student Curricular Academic Science & Works Competition	Technology May 2021
$\diamond$ Grand Prize: $8^{th}$ "Qiushi Cup" College Student Academic Science & Technology Works Competition	$\mathrm{Apr}\ 2021$
♦ First Prize: 17 <sup>th</sup> "Mindray Cup" College Student Robot Competition	Apr 2021
♦ School Merit Student Scholarship	Oct 2021
♦ School Innovation Scholarship	Oct 2022
♦ National Hisense Scholarship	May 2022
♦ National Huawei's "Smart Base" Scholarship	May 2022
♦ School Freshman Excellence Scholarship	Apr 2021
♦ School Freshman Self-improvement Scholarship	Apr 2021

#### **PATENTS**

### Perception-fused prosthetic hand (co-inventor), CN Patent CN215192638U

Issued Dec 17, 2021

• A fused perceptual prosthetic hand includes perceptual acquisition modules, perceptual feedback modules, and a prosthetic hand body, realizing moving and grabbing through electromyographic signals.

Grinding head for achieving self-adaptive flexible constant-force grinding function of grinding and polishing unit (co-inventor), CN Patent CN214923415U

Issued Nov 30, 2021

• An industrial-grade grinding head for high-quality and high-precision flexible and constant-pressure machining on large variable-curvature workpiece surfaces.

#### SOCIETY MEMBERSHIPS

Team Dian, Hubei, China

### • Leader of Web Group

Sep 2021 - Present

- Led a "KIDPOSE" web project and implemented the back-end module using Java with Springboot.
- Built the team wiki and the official website.

## Team FOCUS, Hubei, China

• Leader Oct 2020 - Present

- Daily organization and management of the team.
- Led projects about amphibious robots and the web.
- Co-led the Preparation for the 17<sup>th</sup> "Challenge Cup" National Competition.

## Team STAR, Hubei, China

• Member Sep 2021 - Present

• Researched databases and distributed key-value storage with PingCAP Inc.

## Organization Department of The School Youth Committee, Hubei, China

#### • Assistant of the Comprehensive Management Office

Oct 2020 - Present

- Serviced voluntarily for public spaces and underrepresented groups.
- Organized large-scale conferences and cultural and sports activities.
- Coordinated the work of departments of the committee.

• Participated in social practice activities including high-school presentations and the "Three Rural Areas" Social Practice, gaining the prize of **School Excellent Practice Individual** in July 2021.

## **SKILLS & LANGUAGES**

♦ Programming Languages: Java, C++, Golang, C, JavaScript, NodeJS, Solidity, Python, SQL, x86 Assembly

♦ Engineering Skills: Linux, MySQL, TiDB, Git

♦ Markup Languages: LATEX, Markdown

♦ Soft Skills: Self-motivated, Naturally Curious, Excellent Communication Skills, Can-do Attitude

♦ Languages: Chinese (native), English (fluent)