Yi Lin

Software Engineer, Ph.D. in Computer Science

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Personal site

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Dunedin, New Zealand

Productive software engineer with strong academic background. Strong at working across multiple layers (application, language, operating system, and hardware). Passionate about programming. Interested in building software that pursues performance/robustness/scalability. Interested in emerging techniques. Usually considered as "quick" and "having high standards".

🗮 Technical Skills

System Programming Language virtual machines, compilers, garbage collectors, operating systems.

Web Development Scalable and robust backend development.

Performance Performance evaluation, analysis and debugging.

Software Engineering Design patterns, software architectures, coding styles, automated testing.



EMPLOYMENT

Present

Software Developer, Australian National University, Remote

2020

- > Working on the Memory Management ToolKit (MMTk) project: https://mmtk.io, a language/VMneutral memory management/garbage collection framework that aims for high performance. Lead developer for https://github.com/mmtk/mmtk-core.
 - > Undertook major refactoring and development to the code base to turn MMTk from a students' prototype to an open source project.
 - > Establish processes for development and manage release cycles for the project.
 - > Develop, test and maintain the mmtk-core library and VM bindings.
 - > Provide guidance and assistance to developers, researchers and contributors.

Rust OpenJDK V8 JikesRVM

2020

Software Engineer, TRACMAP, Dunedin

2018

- > Working in a GPS guidance company for agriculture, building web services that manages IoT devices and processes their geographical data.
 - > Take ownership of backend repositories, and review code for peer engineers.
 - > Designed REST API for micro services and implemented them from scratch in Typescript and Go.
 - > Implemented algorithms for process, transform and visualize spatial-temporal data.
 - > Implemented stress tests for IoT data ingress, and optimized performance.
 - > Work with designers and testers to deliver new features to end-users.
 - > Assist devops in AWS infrastructure setup.

TypeScript Node.js Go Python Postgres React Docker AWS (IoT core/ECS/RDS/etc)

2016

Teaching Assistant (Casual), Australian National University, Canberra

2012

- > COMP2100 Software Construction, 2012 2013
- > COMP2400 Relational Database, 2014 2016



2018 2013

Doctor of Philosophy in Computer Science, Australian National University, Canberra

- > Thesis: An Efficient Implementation of a Micro Virtual Machine.
- > Supervisors: Steve Blackburn, Antony Hosking, Michael Norrish.
- > Research topics:
 - > The Mu micro virtual machine design and high-performance implementation.
 - https://gitlab.anu.edu.au/mu/mu-impl-fast/
 - > Backend compiler optimizations and implementation.
 - > Target and language neutral intermediate representation design.
 - > High performance garbage collector implementation in a memory-/thread-safe language.
 - > Performance analysis and evaluation.

JIT compiler | multi-threaded GC | exception handling | swapstack | code patching | yieldpoint | VM snapshot performance evaluation Rust C x86 assembly

2012

Master of Philosophy, Australian National University, Canberra

- 2011
- > Thesis: Virtual Machine Design and High-level Implementation Languages
- > Supervisors: Steve Blackburn, Daniel Frampton
- > Research topics:
 - > Analysis of application/VM interdependency.
 - > Compiler optimizations and implementation for restricted Java.

Jikes RVM MMTk meta-circularity software engineering profiling Java C

2011 2010

Master of Information Technology, UNIVERSITY OF MELBOURNE, Melbourne

> Overall grade: High Distinction, 83%

2009 2005

Bachelor of Engineering (Computer Science major), Shanghai Jiao Tong University, Shanghai

> Dissertation: Malicious Code Detection in Virtual Machine Binary Translation



PUBLICATIONS

2016 Rust as a Language for High Performance GC Implementation, ISMM, Santa Barbara

- > in Proceedings of the 2016 ACM SIGPLAN International Symposium on Memory Management.
- > authored by Yi Lin, Stephen M. Blackburn, Antony L. Hosking, Michael Norrish.

software engineering high performance immix GC thread safety thread-local allocation parallel GC

2015

Stop and Go: Understanding Yieldpoint Behavior, ISMM, Portland

- > in Proceedings of the 2015 ACM SIGPLAN International Symposium on Memory Management.
- > authored by Yi Lin, Kunshan Wang, Stephen M. Blackburn, Antony L. Hosking, Michael Norrish. thread synchronisation | conditional | trap-based | code-patching | performance measurement | methodology

2015

Draining the Swamp: Micro Virtual Machines as Solid Foundation for Language Development, SNAPL, Asilomar

- > in Proceedings of the 1st Summit on Advances in Programming Languages.
- > authored by Kunshan Wang, Yi Lin, Stephen M. Blackburn, Michael Norrish, Antony L. Hosking. micro virtual machine low-level rich runtime code execution garbage collection concurrency

2012

Unpicking the Knot: Teasing Apart VM/Application Interdependencies, VEE, London

- > in Proceedings of the 8th ACM SIGPLAN/SIGOPS conference on Virtual Execution Environments.
- > authored by Yi Lin, Stephen M. Blackburn, Daniel Frampton.

context tracking profiling low-overhead metacircularity

AWARDS

2013 - 2017 Australian National University Tuition Fee Exemption Scholarship

2013 - 2017 Australian National University Research Scholarship

2015 - 2017 NICTA PhD Supplement Scholarship