

Education

Duke University

BSE: Double major in Electrical and Computer Engineering & Computer Science
4.0 GPA | Dean's List with Distinction

Expected May 2026

Durham, NC, USA

Eton College

4.0 GPA (all A grades) | Oppidan (Academic) Scholar | House Captain | President of Scientific Society*

September 2017 – June 2022

Windsor, Berkshire, UK

Experience

GPU Intern

Apple

May 2025 – Present

Austin, TX, USA

- Working with the Apple GPU team during summer 2025, working with the power and performance team

Computer Architecture Researcher

Hilton Lab

August 2024 – Present

Duke University, NC, USA

- Research under Prof. Andrew Hilton on a novel leading-trailing checker chip architecture to enable aggressive microarchitecture designs without compromising chip accuracy or reliability
- Won the Duke ECE Department "Best Undergraduate Research" award for 2024
- Microarchitecture modelling done using gem5, extending OOO CPU components in C++ and creating novel components (ie custom cache hierarchies, validation schemes and instruction commit paths) for TSV-based checker chip

Teaching Assistant

Duke Electrical & Computer Engineering

December 2023 – Present

Duke University, NC, USA

- Teaching Assistant for CS/ECE 350: Digital Systems, previously for Computer Architecture and Fundamentals of ECE
- Guiding students in FPGA and gtkwave demos, providing breadboard and circuitry training, solving and analyzing boolean theory, and mentoring final FPGA-based projects
- Leading office hours sessions for ~300 students every week, help create and grade quizzes & exams, assist with lectures

BCI Architecture Researcher

Yale Computer Systems Lab

May 2024 – May 2025

Yale University, CT, USA

- Research under Prof. Abhishek Bhattacharjee on Brain Computer Interface chips
- Full paper accepted into IEEE EMBC 2025 (first author)
- Led a research team to create a design tool that allows neurosurgeons to create hardware-level BCI accelerators
- Implemented a custom Python-based RTL simulation framework using OpenSTA to enable verification and evaluation of BCI hardware accelerators in a 130nm Skywater based process

Relevant Courses & Skills

Graduate Level Courses – Compilers [A], Advanced Comp. Arch. [A], Parallel Comp. Arch. [A], Fault Tolerant Sys. [A]

Undergrad Courses – Digital Systems [A+], Computer Architecture [A+], Signals & Systems [A], Microelectronic Devices [A]

Languages – Python, Verilog, C/C++, Java, HTML/CSS, Matlab, Swift, Lua, Assembly

Tools – Gem5, OpenSTA, CUDA, Skywater-PDK, Linux, Unix, TCL, Shell, Fusion, FPGAs, PyTorch, Git, HPCs

Relevant Projects

more projects: shaan106.github.io

FPGA Boids

https://shaan106.github.io/projects.html#boids_fpga

- A highly efficient FPGA implementation of the boids algorithm (modelling flocking behaviour in multi-agent environments)
- Designed and implemented parallel "BPU" computation units, and a custom C to assembly compiler, and a double-buffered VGA display wrapper to maximize refresh rate
- Full, in depth documentation: github.com/Shaan106/Boids_FPGA/

Other Experiences

Palantir (Data Science Intern, '22), **Jaipur Foot** (Field Volunteer, '21), **TeensInAI** (ML Theory Teacher, '20-'21), **BBC** (Intern, '19), Rock Climbing (since '22), Fencing (since '18)