Arjun Ramesh

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RESEARCH STATEMENT

My research interests encompass **software virtualization** and **debugging** with a strong focus on applications targetting cyber-physical edge systems. With a comprehensive systems background – OS, embedded, compilers, architecture – I am dedicated to enabling robust, usable, and performant software ecosystem design at the edge.

EDUCATION

Carnegie Mellon University	VMs, Compilers, Distributed/Edge	Aug 2021 - Present
PhD+MS, Electrical & Computer Engineering	Computing, OS, Networking, CV	GPA: 3.87
The University of Texas at Austin	Comp. Arch., Algorithms, Embedded,	Aug 2017-2021
BS, Electrical & Computer Engineering	RTOS, VLSI, HW/SW Parallelism	GPA: 4.00

PUBLICATIONS

Empowering WebAssembly With Thin-Kernel Interfaces	EuroSys '25
A. Ramesh, T. Huang, B. Titzer, A. Rowe	Virtualization, OS
Unveiling Heisenbugs with Diversified Execution A. Ramesh, T. Huang, J. Riar, B. Titzer, A. Rowe	OOPSLA '25 (Minor Revision) SW Testing, Edge Systems
A Framework for Orchestration of Edge-Cloud Distributed Systems E. Ruppell et. al (including A. Ramesh)	RTAS '25 Distributed, Real-Time, Edge
Bringing Runtime Prediction up to Speed for the Edge T. Huang, A. Ramesh, E. Ruppel, N. Pereira, A. Rowe, C. Joe-Wong	MLSYS '25 (Under Review) ML, Edge Systems

INVITED TALKS

Unveiling CPS Heisenbugs at Scale

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Leveraging WebAssembly as a Debugging Target	Wasm Research Day	Jun 2024
Leveraging WebAssembly Instrumentation	Wasm Research Day (with T. Huang)	Oct 2023
Giving the Cloud an Edge with WebAssembly	Wasm Research Day (with T. Huang)	Oct 2022
HONORS AND SCHOLARSHIPS		
Charles W. and Margaret A. Tolbert Scholarship	High Merit in Engineering	Fall '20
Charles W. and Margaret A. Tolbert Scholarship Centaur Technology Scholarship	High Merit in Engineering Summer 2019 Internship Package	Fall '20 Fall '19
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Centaur Technology Scholarship	Summer 2019 Internship Package	Fall '19

Bosch RDS Tech Colloquium

ACADEMIC EXPERIENCE

Ben Titzer, CMU	Fall '24
Anthony Rowe, CMU	Fall '22
Yale Patt, UT	Fall '20
Yale Patt, Ramesh Yerraballi, UT	Fall '19, '18
Jonathan Valvano, UT	Spr '19
	Anthony Rowe, CMU Yale Patt, UT Yale Patt, Ramesh Yerraballi, UT

INDUSTRY EXPERIENCE

IoT Cloud and Edge Integration Intern — Bosch Research (Pittsburgh, PA) Designed an edge-orchestration framework (Silverline) for real-time industrial automation	Jun-Aug 2022
GPU Design Verification Intern — Apple Inc. (Austin, TX) Memory hierarchy testing improvements (speed/coverage); UVM testbenches for M2 Graphic	Jun-Aug 2020 s
CPU Design Verification Intern — Centaur Technology Inc. (Austin, TX) Memory testing tools for x86/AVX-512 chip and live analysis of CPU exception events	May-Aug 2019
Software Engineering Intern — <i>Qube Cinema Inc. (Chennai, India)</i> RNN transfer learning for seat occupancy detection at movie theaters	Jun-Aug 2018
Machine Learning Intern — Lucid Imaging Pvt. Ltd. (Bangalore, India) Transfer learning of CNNs for polypropylene detection in cotton production lines	Jun-Aug 2018
TECHNICAL PROJECTS	
	Dec 2021 ▶ Talk ▶ Poster
RISC-V CPU Design and ISA Extension — UT Austin (Capstone) Out-of-order RISC-V CPU with custom extensions to accelerate hashsets and graph search	Apr 2021 Talk Github
Recreating the First FPGA (XC2064) — <i>UT Austin</i> 8x8 CLB FPGA design in Structural Verilog with GUI-based bitstream generation tool	Dec 2020 Github
Cellular Automata Survey Paper — UT Austin Local 1D pattern formation and checkability theorems in cellular automata	May 2020 Paper
The JASP Cellular Phone — UT Austin (445L Class) Cellphone designed from scratch with call+text capability; Won 1st place in project showcase	Dec 2019 Github
RTOS Design on Bare-Metal Microcontroller — UT Austin (445M Class) Fully featured with process loading, priority scheduling, FAT filesystem, and wireless RPCs	<i>Apr 2020</i> ► Talk
Texas CreateAThon (Building Innovative Solutions) — <i>UT Austin RecycleMe</i> : Real-time waste segregation with offloaded CNN classification <i>ChariIoT</i> : Localizable chair platform with IMU-based displaced tracking	Spr '19, Spr '18 2019 O Github 2018 O Github
Home-Unity App — <i>HackDFW (Fort Worth, TX)</i> Ecosystem to improve food/shelter provisioning for homeless; Two I st place awards	Feb 2019 Dev Github
Stick Fighter Embedded System Game Design — UT Austin (319 K Class) Two-player fighter game (on TI μ C) with custom controller hardware, music, and graphics	Nov 2017 Github