

Bo Su

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EDUCATION

INDIANA UNIVERSITY - BLOOMINGTON

Ph.D in Computer Science

January 2025 – Present

LOUISIANA STATE UNIVERSITY (TRANSFERRED TO IUB)

Ph.D in Computer Science

January 2024 – December 2024

GEORGIA INSTITUTE OF TECHNOLOGY (MERIT-BASED SCHOLARSHIP - LEVEL C)

Master of Science in Electrical and Computer Engineering

August 2019 – May 2021

KEAN UNIVERSITY, COLLEGE OF SCIENCE AND TECHNOLOGY

Bachelor of Science in Computer Science

September 2015 – June 2019

PROJECT EXPERIENCE

EMBODIED AGENT INTERFACE TASK SOLVING

- Utilized HPC cluster Big Red 200 to run inference on embodied agent benchmarks, experimenting with GPU resource allocation scripts across A100 and H100 GPUs. Analyzed failed challenge cases and improved performance through fine-tuning and in-context learning strategies.

VECTOR SEARCH ANALYSIS ON SSD-BASED VECTOR DATABASE (DISKANN)

- Identified the IO bottleneck of SSD-Based Vector Database by quantifying it with five public datasets (SIFT, DEEP, GIST, TEXT2IMAGE, GLOVE), from million-scale to billion-scale. Compared performance with state-of-the-art in-memory indexes such as Faiss, HNSW, and NSG to highlight trade-offs in scalability and efficiency.

EMULATED CXL EVALUATION BASED ON NUMA

- Emulated Compute Express Link (CXL) devices using remote Non-Uniform Memory Access (NUMA) architecture due to the lack of commercially available CXL memory expanders.
- Performed comprehensive system-level and application-level evaluations utilizing benchmarks such as GUPS, GAPBS, YCSB to characterize the performance of CXL-emulated NUMA setups.

WORK EXPERIENCE

CISCO SYSTEM - WEBEX

Software Engineer

July 2021 – August 2023

Development

- MacOS Client: Delivered 5+ features monthly across teams (Backstage, NDI, Practice Session); rebuilt practice session waiting view with WKWebview; rebranded 20+ localized components; automated client builds with shell scripts.
- Backend Service: Optimized email templates for multiple meeting types and roles using FreeMarker.
- Leadership: Reviewed 100+ PRs, compiled clean code tips; presented 10+ feature demos to leadership; led 2 company-wide Firedrills with 10k+ participants; supported sprint planning with Scrum Master; created onboarding wiki covering tools, architecture, and team workflows.

PROGRAMMING LANGUAGES & CERTIFICATIONS

- Experience with Objective-C, C/C++, Python, HTML, CSS, Git
- AWS Certified Solutions Architect - Associate
- AZ-400: Designing and Implementing Microsoft DevOps Solutions

June 2022

February 2023

PUBLICATIONS

UBICOMP/ISWC 2018

First Author & Poster Paper Presenter

May 2018 - October 2018

Story Teller: Contextual-based Educational Augmented-Reality Application for Preschool Children.

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