Randy Widialaksono

VLSI Design/Software Engineer https://codify.dev • email: r[at]codify.dev

Objective & Summary

Contribute to ASIC design quality and automation by building novel tools, methodologies, harnesses, and models. EE background with experience in C++ development, ML, SoC performance, and VLSI physical design automation. Built automated design methodologies by designing and implementing algorithms in high-performance tools. Drove end-to-end RTL-to-GDSII ASIC implementation (academic project) that produced functional silicon.

Experience

NVIDIA — Austin, Texas

VLSI CAD Architect and Developer / Software R&D Engineer *2020-present*

Solved production-flow bottlenecks in chip integration and physical design by building high-performance tools that cut manual work and turnaround time. Developed, maintained, and deployed in-house C++ library/tools suite used by design, implementation, and methodology teams across the company.

Built new design flows/methodologies to improve engineer productivity and design quality by conducting research, collaborating across teams, implementing algorithms, and supporting deployment into flows. Applied data-oriented programming, designed APIs around standard data exchange formats, and embedded agentic AI/LLMs under a "zero-token architecture" discipline.

Past projects scope include top-level reuse-aware bus route planning, floorplanning, GUI development, chiplet integration, netlist, layout, timing, ECO, readers, writers, pinning, custom routing, computational geometry, and bridging architecture with physical design.

Intel — Austin, Texas

Silicon Architecture Engineer *2017-2020*

Integrated C++ x86 simulator with system analysis tool. Applied machine learning in performance projections.

Design Automation Engineer *2016-2017*

Developed, configured, and deployed EDA-based in-house physical design flows for partition/block-level closure.

North Carolina State University (NCSU) — Raleigh, North Carolina

Graduate TA / Research Assistant *2010-2016*

Led design and implementation of a 3D-IC processor fabricated on IBM/GF + Tezzaron TSV die-stacking process. Developed and executed RTL to GDSII flow; includes synthesis, floorplanning, timing closure, DRC/LVS fixes.

Qualcomm Research — San Diego, California

Research Intern (mixed-signal circuit design verification, FPGA prototyping) *Summer 2013*

Skills

Programming	VLSI Implementation	Dev Tools
C++, **Python**, Tcl.	SystemVerilog/Verilog, SystemC.	CMake, Pybind11, CI/CD, ninja.
Basic: Java, Perl, SQLite, R,	ICC2, Innovus, PrimeTime, Calibre.	Pandas, PyTorch, build systems.
HTML, JavaScript/TypeScript, Svelte.	Place-Route, DFT, Timing, DRC/LVS.	Git, Perforce, WebUI, Qt, ImGUI.

Select Publications/Awards

A Logic-on-logic 3D-stacked Heterogeneous Multi-core Processor. IEEE ICCD Conference 2017.

Physical Design of a 3D-stacked Heterogeneous Multi-core Processor. IEEE 3D-IC Conference 2016.

Reuse-Based Optimization for Pre-Bond and Post-Bond Testing of 3D-Stacked ICs. IEEE Transactions on CAD vol.34.

Ranked 34th in USA, IEEExtreme 24-hour Programming Competition, 2014. Team of 2.

Best FPGA Implementation at International LSI Design Contest, Japan 2009. Xilinx Award. Team of 3.

Education

North Carolina State University — Raleigh, North Carolina

Ph.D. in Computer Engineering *3.98/4.0*

Dissertation: Three-Dimensional Integration of Heterogeneous Multi-Core Processors.

Taped out 3 chips; developed and executed end-to-end 3D-IC backend flow including architectural feedback, RTL verification, and delivery of final GDSII layout. **Teaching Assistant**: Design of Digital Systems, Computer Design & Tech.

Graduate Coursework

Software Engineering	Advanced Microarchitecture	ASIC Design	Physical Design
Memory Systems	Parallel Computer Arch.	ASIC Verification	Electronic Sys. Level Design
Computer Networks	Computer Design & Tech.	IC Technology & Fabrication	VLSI Systems Design
Embedded Systems Design	Digital Electronics	Modern Computer Algebra-AU	VLSI System Testing (Duke U.)

Duke University — Durham, North Carolina
Visiting Scholar: coursework, research collaboration — *2013*

Bandung Institute of Technology — West Java, Indonesia
B.S. in Electrical Engineering — *2004 - 2009*
Thesis: C implementation of neural networks and Kohonen SOM: training/inference, floating/fixed point, on a multi-core Parallax microcontroller. Teaching Assistant: Digital Systems, Microprocessor Lab.

Oita University — Japan. '07-'08
Research Exchange Student: Reinforcement Learning Lab (Prof. Shibata), Engineering & Coursework
Implemented face following on a panning camera in C using neural networks; humanoid robot control in C++.

Project Experience (Academic/Side)

Machine Learning (PyTorch)
Implemented quantized LeNet model with feedback alignment training.
Experiments on developing new training algorithms for quantized neural networks.

End-to-end Silicon Implementation / Tape-outs
Successful academic tape-out (functional fabricated 3D-IC processor chip) of a heterogeneous multi-core processor system with thread migration features at NCSU. Developed visualizations and fully automated back-end flow. Performed final physical verification (DRC/LVS) and layout fixes (e.g. antenna rules violation) for signoff. Silicon implementation has two stacked dies of 5.25 mm x 5.25 mm on a 130 nm process.

RTL Design (Verilog), FPGA Prototyping, bare-metal programming (C/asm)
Implemented "Sokoban" (moving box puzzle game) on FPGA: coded the game in MIPS assembly by hand (prototyped in C). Wrote MIPS processor Verilog RTL, features include pipelining, data forwarding, Kogge-Stone adder (1 GHz clock in commercial 180 nm process). Wrote Verilog code for debouncing FPGA buttons and rendering graphics through VGA interface. Created game sprites.

Memory Systems
Performed modelling and performance comparison between ideal and non-ideal block placement policy for multi-core systems. Cache block placement policy: requestor core cache vs remote core cache. Analyzed experiment results from running SPEC2K benchmarks in SIMICS.

ESL & Physical Design (SystemC, HLS)
Performed TLM & ESL modelling of an SoC design that consists of an ARM Cortex core, DRAM model, and AMBA bus. Performed physical design optimizations, signal integrity/power/timing analysis. Tools: SystemC, Mentor Graphics Vista, Catapult, Python, C++, UML, Encounter, PrimeTime.

Parallel Computer Architecture
Implemented a cache coherence simulator in C++ and explored protocol enhancements to reduce off-chip memory accesses.

Computer Design and Technology (C++)
Implemented cache, branch target buffer, and Tomasulo superscalar processsor simulators.
Implemented a checkpoint recovery mechanism for large fetch window processor within SimpleScalar simulator.

Advanced Microarchitecture (C++)
Implemented and compared thread migration (across cores) strategies within SimpleScalar simulator framework.

ASIC Verification (SystemVerilog)
Verified an out-of-order superscalar core for tape-out, found design bugs in load-store unit and issue queue.

Digital Electronics (CMOS circuit design)
Designed a low power Hybrid Latch Flip-flop in academic 45 nm tech library. Operating clock frequency 4GHz, power consumption 19.9 uW, setup time 13.5ps, hold time 86ps, t_{DQ} of 63.64 ps.
Designed a voltage-mode and current-mode differential transmitter circuit. Tools: HSPICE.

VLSI Systems Design (logic design, physical layout)
Designed a full-custom 3x3 arbiter-crossbar CMOS unit, 2nd best performance and energy*delay-squared metric out of 27 teams. Customized power delivery network and clock tree design. Created custom standard cell library and top-level integration. Achieved 5.5 GHz clock frequency, 0.19 nW power, with FreePDK45 technology library. Tools: Cadence Virtuoso, HSPICE, Calibre DRC-LFD.

ASIC Design (Verilog)
Implemented a Viterbi Decoder in RTL Verilog. Optimized throughput and delay per unit area metric by designing a fast floating point unit, using dual port memory, and pipelining.