Emeka Nkurumeh

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EDUCATION	
California Institute of Technology GPA: 3.4	Pasadena, CA Sep 2021–June 2025
Relevant Coursework:	
• Decidability and Tractability (CS 21), Algorithms (CS 38), Interac 128), Programming Languages (CS 131), Compilers (CS 164)	tive Theorem Proving (CS
• Calculus and Linear Algebra (Ma 1), Differential Equations (Ma 2) Discrete Math (Ma 6), Graduate Probability (Ma 140)), Abstract Algebra (Ma 5),
Awards	
PLMW @ POPL 2024 ACM SIGPLAN/NSF	Jan 2024
Gates Scholar The Bill ଓ Melinda Gates Foundation	Apr 2021
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Skills	
Programming Languages	
• Haskell, OCaml, Coq, C, Agda, Java, Python, Rust, x86/x86_64 A Unix Operating Systems	Assembly, Lua, Zig, $L^{A}T_{E}X$
• Bash, Fish, Vim, Emacs, Git, gdb, Linux, various Unix command l	ine programs
Research Experience	
Formally Verified CBPV Compiler, Caltech	Jan 2024–present
• Formalized the type system and semantics of a call-by-push-value of implemented a sound and complete type checker.	calculus in Agda and
• Implemented a reference interpreter and started work on compiling the goal of proving them equivalent.	to a small stack machine with
Stream Type Transformers, University of Pennsylvania	June 2023–Aug 2023
• Worked with Benjamin C. Pierce and Joseph W. Cutler on efficient of typed stream transformers based on ordered bunched logics, know	t type inference for a calculus wn as 'Stream Types'.
• Reformulated the existing system as a labeled calculus and develop type checking algorithm in Haskell, improving over a previous expe	bed a novel polynomial-time onential time algorithm.
Site Percolation on 2D Lattices, OSSM	Aug 2020–Dec 2020
• Worked with Jayanta Rudra on creating and optimizing a visualize lattices for use in calculating critical thresholds for spanning cluster	er for site percolation on 2D rs.
• Started work on an interactive visualizer for site percolation in high	her dimensional lattices.
Work Experience	
Teaching Assistant, Caltech	Jan 2024–present
• Graded assignments and led TA sessions.	
Projects and Extracurriculars	
Zig Programming Language Project	Sept 2018–Sept 2023
• Contributed to standard library, various stages of the bootstrappin support for non-MSVC based build environments on Windows.	g compiler, and improved
• Reported several bugs and made multiple influential language prop	oosals.
Unlambda Interpreter	Mar 2022
• Wrote an Unlambda interpreter using a modified CEK machine to	capture and restore

• Started work on a graph rewriting based approach for interpretation of combinator-based code and compilation to imperative languages such as x86_64 assembly.

continuations.