Alyssa Rosenzweig

alyssa@rosenzweig.io | rosenzweig.io | VA3RZG

EXPERIENCE

Valve Corporation (independent contractor)

May 2023 – Present

Built system software to improve gaming on Linux.

- Wrote conformant OpenGL 4.6, OpenCL 3.0, and Vulkan 1.4 drivers for the Apple GPU.
- Designed, integrated, and tested a NIR-based shader compiler.
- Maintained NIR, the common shader compiler infrastructure within Mesa3D.
- Optimized dynamic recompilation to ensure smooth gameplay under emulation.
- Investigated software issues and communicated findings in monthly reports.
- Authored technical blog posts to publicize the status of these software projects.
- Contributed to the specifications of graphics standards including Vulkan.
- Led team of developers building the open graphics stack for Apple hardware.

Collabora Jun 2019 – Apr 2023

Developed open source graphics drivers for Arm Mali GPUs.

- Designed and implemented conformant OpenGL ES 3.1 driver "Panfrost".
- Developed shader compilers for Midgard, Bifrost, and Valhall architectures.
- Documented the Mesa3D-based driver stack.
- Worked with diverse clients in the graphics domain.

Free Software Foundation

Jun 2018 – Aug 2018

Interned with technical team to advance software freedom.

- Implemented remote server management system.
- Reverse-engineered REST API to enable accessible PayPal donations.

EDUCATION

University of Toronto

Sep 2019 - Jun 2023

Honours Bachelor of Science

Toronto, ON

Computer Science major, Mathematics and Religion minors. Graduated with High Distinction.

Projects

Asahi Linux Reverse-engineering the Apple GPU.	Dec 2021 - Present
Panfrost Reverse-engineering Arm GPUs.	Jul 2017 - May 2019
Board memberships	
Asahi Linux	Feb 2025 - Present
X.Org Foundation	Apr 2022 - Apr 2024
Awards	
Award for Outstanding New Free Software Contributor	2020
Google Open Source Peer Bonus	2020
Lester B. Pearson International Scholar	2019
National Merit Finalist	2019
Languages	

English: C2 (IELTS) – native

French: B2 (TEF)

Spanish