Lina Versace

✉ *lina@kiwitree.net*
🌐 *http://kiwitree.net/*
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Employment History

2016–2025   **Linux Graphics, Software Engineer**, *Google*
- Maintained and developed Intel's Vulkan and OpenGL driver stacks for ChromeOS.
- Designed Linux's Vulkan API for external image import/export, VK_EXT_image_drm_format_modifier, in collaboration with multiple GPU vendors. Implemented the feature for Intel.
- Implemented features needed for Android, such as EGL fences, EGL front-buffer rendering, and Vulkan winsys integration.
- Assisted ChromeOS's migration away from OpenGL to a pure Vulkan stack.

2010–2016   **Linux Graphics, Software Engineer**, *Intel*
- Developed Intel's Vulkan and OpenGL drivers, in Mesa, for Linux, ChromeOS, Android.
- Co-founder of Intel's Vulkan Linux driver codebase.
- Implemented OpenGL and EGL features for Intel GPUs, such as MSAA, ETC1 compression, and separated depth/stencil buffers.
- Implemented GPU performance features, such as depth and color compression.
- Improved webpage loadtimes for Google Chrome by accelerating OpenGL texture uploads.
- Worked in the opensource community following standard practices: code submission and review occured on mailing lists, Gerrit, and IRC.

Standards Contributions

2022–2025   **Chair, Vulkan System Integration TSG**, *Khronos via Google*
- Chaired the Khronos TSG responsible for Vulkan APIs for window system integration and for external resource sharing (memory, images, fences, semaphores).
- Guided the TSG's priorities. Set the weekly agenda. Moderated discussions. Reviewed and assisted contributions to the specification.
- Improved the TSG's velocity and meeting format, leading to higher participation from more member companies.

2016–2022   **Vulkan System Integration TSG**, *Khronos via Google*
- Designed Linux's Vulkan API for external image import/export, VK_EXT_image_drm_format_modifier, in collaboration several GPU vendors.
- Contributed to API designs for external resource sharing (memory, images, fences, semaphores).

2015–2016   **Vulkan Workgroup**, *Khronos via Intel*

2012–2014   **EGL Workgroup**, *Khronos via Intel*
- Major contributor to the EGL 1.5 Specification.
- Authored EGL extension specifications, namely the EGL_EXT_platform extension set. Implemented them in Mesa's EGL driver.

Skills

C, Python, Vulkan, OpenGL, EGL, Linux, ChromeOS, Systems Programming, Git, Bash

Education

2008–2010   **BS, Computer Science**, *Portland State University*, Portland, Oregon, USA

2002–2006   **BS, Mathematics**, *University of South Alabama*, Mobile, Alabama, USA

Language

English	Native Speaker
Japanese	Studying, approximately JLPT N4