# MATT BIERBAUM

PHYSICS | SIMULATION | WEB

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#### **EDUCATION**

2009 - 2015 **Cornell University** - Ph.D. Physics, advisor James P. Sethna

2009 - 2012 Cornell University - M.S. Physics, advisor James P. Sethna

2005 - 2009 Northwestern University - B.A. Physics and Integrated Science, advisor Frederic Rasio

# **RESEARCH**

Current Collective motion in moshpits - describing the phase transition between mosh pit and circle pit

Continuum plasticity - dynamics of line defects in metals using PDEs

Colloidal stresses - developing experimental techniques to measure forces in suspensions

OpenKIM pipeline - developing backend and testing framework for repository of interatomic models

Surface energies - using OpenKIM framework to create broken bond fits to surface energies

**Phonon spectra** - using symmetries to create small parameter fits for phonon spectra

Smectic A - creation and dynamics of focal conic defects in layered materials

Past **Zombie disease dynamics** - modeling spread of zombieism across the entire US population **Globular cluster dynamics** - formation of intermediate mass black holes in primordial clusters

**Hidden paintings** - using subsurface scattering to infer paintings below the surface

## **EXPERIENCE**

General Numerical simulation (PDEs, automata, MC) | High performance computing and GPUs || Constraint

satisfaction || Analytical prediction || Data analysis

Major Python || C / C++ || CUDA || Javascript || Linux || Git || Vim || HTML5 / Canvas || CSS || AWS

Minor Web{Sockets, Workers} | SQL | MongoDB | Java | GLSL | GIS | Arduino | Blender | etc

## **HOBBIES**

Daily Bicycles - Carbon road, single speed road, single speed mountain bike

Short films / photography - filming, editing, timelapse

Fun physics - cost of a pot hole, physics of bubbles, projects below

Projects Cupgame chaos - formation of fractals from carnival games || Plinko simulation - investigating

'Price is Right' game  $\parallel$  Clicky - one shared dot for the entire internet  $\parallel$  Onelook - Ludum dare game

uses light as game mechanic || Billiards - statistical study of pool shots