Noam Stanislawski

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Education

William & Mary — Williamsburg, VA
Bachelor of Science in Computer Science, Bachelor of Arts in Religious Studies — *Aug. 2019 – May 2023*
Dean's List: Fall & Spring 2020

Experience

R&D Intern — May 2022 – August 2022
Sandia National Labs — *Albuquerque, NM*

- Worked alongside Sandia's computational (CSRI) research staff to analyze their software performance.
- Created a performance model for comparing best-case usage of linear solvers for various problem sizes.
- Wrote a research paper on the findings for publication in Sandia's CSRI Summer Proceedings.

Undergraduate Researcher — August 2021 – December 2021
Coastal Virginia Center for Cyber Innovation (COVA CCI) — *Williamsburg, VA*

- Conducted research in relation to AI bias with Generative Adversarial Networks (GANs).
- Worked with W&M Law School professor for interdisciplinary research applications.
- Presented findings at research symposium alongside other undergraduates.

Undergraduate REU Researcher — June 2021 – August 2021
South Dakota State University — *Brookings, SD*

- Summer long research regarding the optimization of HPC clusters using Hyper-Threading.
- Worked alongside research computing staff at SDSU to create development cluster for analysis.
- Presented research findings at a state-wide symposium.

Projects

Performance Modeling for Large-Scale Linear Applications | *C++, Trilinos, MPI* — Summer 2022

- Created a performance model testing the efficiency of sparse matrix vector products calculated with Trilinos.
- Ran and verified data from various linear solving benchmarks in order to compare with data gained from Trilinos.
- Wrote research paper comparing the data from the model to the verified results.

HPC Optimization Using Hyper-Threading | *Intel OneAPI* — Summer 2021

- Tested HT efficacy using NPB HPC benchmarking suite monitored by Intel's VTune Profiler.
- Compared both front-end and back-end metrics (port utilization, cache misses) for statistical analysis.
- Created concrete guidelines for HT utilization dependent on research softwares parallelized code and vectorization.

Space Maze | *Java, Android Studio, SQLite* — Fall 2020

- First person randomly generated maze game first written in Java AWT, then ported for Android implementation.
- Utilized SQLite for maze metrics and created stylized android GUI for maze customization.

Technical Skills

Languages: C/C++, Python, Java, UNIX, MIPS Assembly, MATLAB
Frameworks & Tools: Trilinos, Slurm, MPI, Intel OneAPI, LaTeX, WordPress, Git, Android Studio

Extracurriculars

Alpha Epsilon Pi Fraternity: 2020 Recruitment Chair and 2021-22 New Member Chair
Hillel: 2021-22 Social Chair
Interfraternity Council: 2021 Conduct Board Member