

Almond Heil (/ˈhaɪl/)

I'm a post-bachelor on the Platforms team, and am looking into long-term employment at the Lab.

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🏠 almdra.dev
🐙 github.com/almondheil

Education

Grinnell College Computer Science, B.A.
Grinnell, IA Aug 2021-May 2025

- 3.86 GPA, 4.00 Major GPA
- Coursework including Operating Systems, Parallel Programming, and Programming Language Theory

Experience

Los Alamos National Labs, HPC-OPS Los Alamos, NM
Platforms Postbacc Intern Aug 2024-Present

- Contributed to **OpenCHAMI**, a novel cluster manager, with a focus on **production readiness**
- Built skills in **Gitlab Pipelines** and **OS image builds**

Grinnell College CS Department Grinnell, IA
Teaching Assistant, various courses Jan 2023-Aug 2025

- Gained an **understanding of mentoring** as a TA both introductory and advanced CS courses

Los Alamos National Labs, HPC-DO Los Alamos, NM
Supercomputer Institute Student Jun-Aug 2024

- **Administrated** a 10-node cluster
- Learned basics of **OpenCHAMI**, **Ansible**, and other **cluster management tools**
- Researched **Cray Programming Environment Containerization**

Los Alamos National Labs, XCP-DO Los Alamos, NM
Parallel Fellowship Student Jun-Aug 2023

- **Developed a one-sided MPI algorithm** for particle transport in lab testing code Branson

Los Alamos National Labs, T-6 Los Alamos, NM
Computational Biology Undergrad Intern Jun-Sep 2022

- Studied **infection time inferral** from phylogenetic trees

Technical Skills

☰ Linux · Ansible · CI/CD
OpenCHAMI · Containers

🔑 Git · Bash · Vim · SSH

⌘ Go · Python · C
Rust · Lisp · Haskell

Projects

give-take Grinnell

- User-to-user **file transfer** built for school CS network
- Inspired by 'give' utility at Los Alamos National Lab
- **Skills:** TCP networking, file serialization, daemons

ansible-arch Personal

- Ansible playbook used to provision my laptop
- **Skills:** Config Mgmt.

You can find these and other projects on my Github above.

Hobbies

THEATRE Stage management
Sound design

ART Origami (esp. modular)
Pixel art
Tabletop roleplaying
game (TTRPG) design