Elliot Snow-Kropla

Personal Data

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Work Experience

Oct 2015 - August 2017 — Technical Cofounder of Two and Thirty Software

Developed networked multi-player video game *Go Go Electric Samurai* under contract with Hexagon Games generating $60,000 in revenue

Designed and wrote the code for the simulation game *Hairy Little Buggers* including complete design and implementation of the AI scripting laguage and interpreter

Managed the art team responsible for creation of game assets on *Go Go Electric Samurai* and *Hairy Little Buggers*

Oct 2014 - Apr 2015 — Software Developer at QRA Corp

As part of work on the *QVTrace* Verification & Validation tool, implemented bit-blasting routines for converting arithmetic problems into boolean logic problems

Summers 2011 & 2010 — Research Assistant in the Pierce Lab, Dalhousie University

Conducted research on the effects of cosmic rays on cloud formation using the global atmospheric chemistry model GEOS-CHEM

Education

Aug 2014 — Master of Science in Physics, **Dalhousie University**, Halifax
Thesis: "**Compiling Programs for an Adiabatic Quantum Computer**"
Supervisor: Prof. J. Kyriakidis

May 2011 — Bachelor of Science in Physics, **Dalhousie University**, Halifax
First Class Honours
Thesis: "**Understanding uncertainties in predictions of global aerosol number concentrations**"
Supervisor: Prof. J. Pierce

Computer Skills

Data Modelling and Analysis: python, sql, matplotlib, scipy, numpy, ipython/jupyter
General Programming: python, c, c++, fortran, c#, Java, JavaScript, go, rust
Software: matlab, PostgreSQL, Flask, Excel, LabVIEW, nginx

Publications

Snow-Kropla, E. J., Pierce, J. R., Westervelt, D. M., and Trivitayanurak, W.: *Cosmic Rays, aerosol formation and cloud-condensation nuclei: sensitivities to model uncertainties,* Atmos. Chem. Phys., 11, 4001-4012, https://doi.org/10.5194/acp-11-4001-2011, 2011.