

Eric L Seidel

Computer Science Student
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Objective

Seeking opportunities to further skills and experiences in research that leverage my expertise in software design and implementation, particularly in a multidisciplinary and collaborative environment.

Education

- **City College of New York** New York, NY
B.S. Computer Science *2009 - current*
 - Expected Graduation Date: Spring 2012
 - GPA: 3.95/4.0
- **Louisiana State University** Baton Rouge, LA
B.S. Computer Science *2006 - 2009*
 - Entered with 48 credits from Spring Testing session before entering.
 - Paused studies to work full time.

Work Experience

- **Cactus Computational Toolkit** Cactus Development Team
Developer *Feb. 2010 - Current*
 - Worked with international Cactus team, developing and supporting tools to make it easier for science users to assemble/interact with complex simulation codes. See GetComponent below.
 - <http://www.cactuscode.org>
- **Undergraduate Petascale Research Internship** Shodor Foundation/U. of IL
Undergraduate Researcher *May 2010 - May 2011*
 - Selected for year-long national internship program in petascale computing.
 - Training/research supporting applications on future Blue Waters petascale facility at U. of IL.
 - <http://www.shodor.org/petascale>
- **Research Experience for Undergraduates** Louisiana State University
Undergraduate Researcher *May 2010 - Aug. 2010*
 - Worked with Physics/Computer Science faculty at the Center for Computation & Technology.
 - Developed tools for use with Cactus.
 - <http://reu.cct.lsu.edu>
- **Apple** Baton Rouge, LA
Genius *Feb. 2008 - July 2009*
 - Diagnosed and resolved customer issues with full range of Apple products.
 - Hired as Specialist, promoted to Genius in Sep. 2008.

Publications and Professional Conferences Attended

- Refereed Papers

- G. Allen, T. Goodale, F. Löffler, D. Rideout, E. Schnetter, and E. L. Seidel. *Component Specification in the Cactus Framework: The Cactus Configuration Language*, Proceedings of Component Based High Performance Computing Workshop 2010, (CBHPC '10), Brussels, Belgium, 2010.
- E. L. Seidel, G. Allen, S. Brandt, F. Löffler, and E. Schnetter. 2010. *Simplifying complex software assembly: the component retrieval language and implementation*. In Proceedings of the 2010 Teragrid Conference (Pittsburgh, Pennsylvania, August 02 - 05, 2010). TG '10. ACM, New York, NY, 1-8. DOI = <http://doi.acm.org/10.1145/1838574.1838592>
- G. Allen, F. Löffler, E. Schnetter, E. L. Seidel, M. Thomas. *Scientific Computing And Web 2.0*, Book Chapter in Preparation.

- Posters

- E. L. Seidel, G. Allen, S. Brandt, F. Löffler, and E. Schnetter. *Simplifying Complex Software Assembly: The Component Retrieval Language and Implementation*, TeraGrid '10 (August 2010, Pittsburgh, PA, USA).

- Presentations at Professional Conferences

- E. L. Seidel. *Simplifying Complex Software Assembly: The Component Retrieval Language and Implementation*, TeraGrid '10 (August, 2010, Pittsburgh, PA, USA).

- Other Professional Conference Activity

- Selected as student volunteer for SC '10 (November, 2010, New Orleans, LA, USA).

Software

- GetComponents

- Simplifies retrieval of software components from variety of versioned repositories. Written in Perl. Released under GPL. <http://www.esidei.org/projects/GetComponents>

Awards, Grants & Honors

Louisiana “TOPS” Scholarship (full tuition) 2006
Special recognition by LSU Chancellor Jenkins for most credits of 4800 incoming freshman . 2006

Skills

- Computer
 - **Hardware:** Diagnosed and solved hardware and software issues on Apple systems. Built PC from individual components.
 - **Languages:** Perl, Python, C/C++, Java, HTML, \LaTeX
 - **Systems:** Mac OS X, *NIX, Windows
- Teamwork
 - **Cactus Framework:** Currently working for internationally distributed Cactus team to develop new techniques to check out multiple scientific code components using various version control systems from repositories around the world.
 - **Video Game Design Course:** Collaborated with teammates in a Video Game Design Class to create a Foosball game using the Wiimote. Created fictitious company called JeuxRouges for the game. <http://vgd.colbyjordan.com>
- Multicultural
 - Lived in Germany and the USA.
 - Fluent in German: translated astrophysics research paper from German to English for a professor at LSU.
 - Conversational in French.