

JAMES E. T. SMITH, PH.D.

SOFTWARE ENGINEER



ABOUT



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JAMESETSMITH



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PROGRAMMING

C/C++ (>7 YEARS)
PYTHON (>8 YEARS)
JULIA (<1 YEAR)
RUST (<1 YEAR)

PARALLELISM

OPENMP
CILK
MPI
CUDA
VTUNE
PERF

DEVOPS

MAKE
CMAKE
GITHUB ACTIONS
CONTINUOUS INTEGRATION
CODE COVERAGE
CLANG-TIDY
GIT

EXPERIENCE

MEMBER OF THE TECHNICAL STAFF

07/2022 - PRESENT

The next generation computing architecture optimized for massive scale.

- Implemented a highly multithreaded version of the GraphBLAS library in C/C++, using C++11/14/17.
- Optimized the multithreaded performance of our version of GraphBLAS and worked closely with the hardware team to improve performance of the Lucata Pathfinder architecture.
- Overhauled the build system for the GraphBLAS project and set up continuous integration, testing, code coverage, and static linting.
- Collaborated with other teams regularly to address bugs and implement new features in the GraphBLAS library.

FLATIRON RESEARCH FELLOW

07/2022 - 09/2020

Private research institute for high performance computing in basic science research.

- Implemented OpenMP parallelized stochastic compression methods for quantum chemistry in the open source C++ package FRI-CC.
- Contributed features, bug fixes, and documentation as one of the primary maintainers for the open source Python/C package PySCF.
- Worked closely with the core team of PySCF developers improve the CMake build system and PyPI distribution after the release of PySCF v2.0.0.
- Organized workshops to help members of the Flatiron community better utilize high performance computing resources as part of the Sciware working group.

GRADUATE (PH.D.) RESEARCH ASSISTANT

08/2014 - 09/2020

Public research university.

- Implemented a hybrid MPI-OpenMP parallelized version of the HCI algorithm in the Sharma Group's C++ software Dice
- Built decision tree and graph neural network models to predict etching reaction outcomes and trained these models with experimentally observed data.
- Wrote a new module for the PySCF package to interface with Dice enabling the investigation previously intractable systems.
- Frequently contributed to the PySCF quantum chemistry package, implementing new features and handling bug reports.
- Organized and led a workshop on software best practices for graduate students and post doctoral researchers with staff from the Molecular Sciences Software Institute (MOLSSI).

VOLUNTEER

SOFTWARE CARPENTRY

05/2021 - PRESENT

INSTRUCTOR

Taught regularly about software best practices in scientific computing to learners with a broad programming background. Taught lessons on shell, Git, Python, and data visualization in Python.

EDUCATION

UNIVERSITY OF COLORADO BOULDER

09/2014 - 08/2020

PH.D. CHEMICAL PHYSICS

DAVIDSON COLLEGE

09/2010 - 05/2014

BS CHEMISTRY, MINOR IN MATHEMATICS