# Jón Tómas Grétarsson, Ph.D.

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# **EDUCATION**

**Stanford University, Stanford, CA – M.S. / Ph.D.** Computational and Mathematical Engineering [3.86]

09/2006 - 03/2012

Worcester Polytechnic Institute, Worcester, MA – B.S. Computer Science [3.57], with a minor in Mathematics [4.00]

08/2002 - 05/2006High Distinction

#### **EXPERIENCE**

# Stanford University, Stanford, CA

01/2007 - current

Research Assistant – Worked in Ron Fedkiw's and Charbel Farhat's research labs. Developed numerical methods for the simulation of compressible and incompressible fluids and interfaces within PhysBAM. Developed numerical methods related to embedded interface tracking and simulation of compressible flows and fluid-structure interfaces within Aero-F.

Course Assistant – Ran problem sessions, graded and held office hours for Partial Differential Equations in Engineering, Math. Methods in Computer Vision, Robotics and Graphics, and Math. Methods for Fluids, Solids and Interfaces.

### Google Inc, Mountain View, CA

06/2007 - 09/2007

Implemented an algorithm involving a one-pass log-storage algorithm for counting the frequency of strings in a large data set. Designed and Implemented an email bounce tracker. Designed and implemented software to replace the functionality of Mailman, which is compatible with the Google Groups framework and existing spam, abuse and delivery solutions.

06/2008 - 09/2008

#### Lincoln Laboratory at MIT, Cambridge, MA

08/2005 - 11/2005

Designed and implemented a space wargaming engine and optimization algorithms. Developed optimal scheduling algorithms for the SBSS (Space-Based Space Surveillance) project, involving discrete optimization of  $10^3$  variables over a continuous interval.

04/2006 - 10/2006

#### Intel Corporation, Hudson, MA

04/2005 - 09/2005

Developed XML-aware routing software to demo next-generation technology. Became local expert in IXP-C, an in-house language similar to C and made recommendations on the IXP-C compiler and good coding practice.

#### Callidus Consulting Inc. Worcester, MA

08/2003 - 10/2004

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# ACTIVE DEVELOPER FOR THE FOLLOWING MAJOR SOFTWARE PACKAGES

#### PhysBAM — http://physbam.stanford.edu/

01/2007 - current

Software package for multi-physics simulation in the computer graphics community. Major consumers include Industrial Light+Magic, Pixar, Disney, and Digital Domain.

210k lines, C++

# Aero-F — http://frg.stanford.edu/

07/2008 – current

Software packages for high fidelity compressible flow simulations in the Aeronautics & Astronautics community. Major consumers include Boeing, the Navy Research Laboratory, the Toyota F1 project, and the Army High Performance Computing Research Center.

110k lines, C++

- Project Management Turnaround specialist.
- Programming Languages C, C++, IXP-C, Objective C, Java, Fortran, Matlab, Python, Perl, Scheme, Lisp, E-Lisp, Prolog, HTML, XML, XPath, MathML, CSS, PHP, JSP, SQL, Flash, shell-scripting, OS X, Linux, Windows, CVS, Subversion, Perforce, Git, JUnit, Late, Word, Excel.

# **PUBLICATIONS**

- **J Grétarsson**, and R Fedkiw. Fully conservative leak-proof treatment of thin solid structures immersed in compressible fluids. *Submitted*, 2012.
- **J Grétarsson**, N Kwatra, and R Fedkiw. Numerically Stable Fluid-Structure Interactions Between Compressible Flow and Solid Structures. Journal of Computational Physics 230, 3062–3084, 2011.
- M Lentine, **J Grétarsson**, and R Fedkiw. An Unconditionally Stable Fully Conservative Semi-Lagrangian Method. Journal of Computational Physics 230, 2857–2879, 2011.
- M Lentine, **J Grétarsson**, C Schoeder, A Robinson-Mosher, and R Fedkiw. Creature Control in a Fluid Environment. IEEE TVCG 17, 682–693, 2011.
- K Wang, **J Grétarsson**, A Mein and C Farhat. Numerical algorithms for tracking dynamic fluid-structure interfaces in embedded/immersed boundary methods. *AIAA-2011-3385*, 6th AIAA Theoretical Fluid Mechanics Conference, Honolulu, Hawaii, June 27-30 (2011).
- N Kwatra, J Grétarsson and R Fedkiw. Practical Animation of Compressible Flow for Shock Waves and Related Phenomena. ACM SIGGRAPH/Eurographics Symposium on Computer Animation, 207–215, 2010.
- N Kwatra, J Su, **J Grétarsson**, R Fedkiw. A Method for Avoiding the Acoustic Time-Step Restriction in Compressible Flow. Journal of Computational Physics 228, 4146–4161, 2009.
- A Robinson-Mosher, T Shinar, J Grétarsson, J Su, R Fedkiw. Two-way Coupling of Fluids to Rigid and Deformable Solids and Shells. SIGGRAPH 2008, ACM TOG 27, 46.1-46.9 (2008).
- J Grétarsson, F Li, M Li, A Samant, H Wu, M Claypool, and R Kinicki. Performance Analysis of the Intertwined Effects Between Network Layers for 802.11g Transmissions. WMuNeP: Proceedings of the 1st ACM Workshop on Wireless Multimedia Networking and Performance Modeling, pg. 123–130; October 2005.
- **J Grétarsson**, M Putnam, and M Shaw. Wargaming Modeling and Visualization. *Technical Report MXC-1082*. Worcester Polytechnic Institute; Fall 2005.
- J Grétarsson, A Lash, and M Forrest. Serving All Types of Learners. *Technical Report JMW-SLEW*. Worcester Polytechnic Institute; Spring 2006.

#### **AFFILIATIONS**

Association for Computing Machinery (ACM) Current Member.	08/2004 – current
Society for Industrial and Applied Mathematics (SIAM) Co-President of Stanford Chapter (2006-2008), Current Member.	10/2006 – current
Upsilon Pi Epsilon (UPE) Former Vice President (WPI Chapter, 2005-2006), Current Member.	08/2005 – current
Community Advisor Community Associate responsible for organizing several major events (1,000+ attendees).	09/2007 - 06/2009
Stanford Comedy Club Co-President in charge of organizing and setting up a weekly comedy club.	03/2007 - 03/2009
ICME Student Representative	09/2006 - 10/2007

Student Representative for the Stanford ICME department.