## Lennart Rudolph

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Contact Information https://lennrt.github.io

EDUCATION

Georgia Institute of Technology, Atlanta, GA

Expected 2019

M.S. Computer Science

Harvey Mudd College, Claremont, CA

https://github.com/lennrt

Sept. 2012 - May 2016

B.S. Physics

• Concentration in Physics with Computers

• Senior Capstone: Atomistic Simulations of White Dwarf Dynamics

Relevant Coursework (CLICK FOR DESCRIPTIONS) Computer Science: Artificial Intelligence for Robotics<sup>1</sup>, Software Development Process<sup>1</sup>, Human-Computer Interaction (in progress)<sup>1</sup>, Introduction to Health Informatics (in progress)<sup>1</sup>, Computational Photography<sup>1</sup>, Algorithms, Data Structures and Program Development, High-Performance Computing, Computability and Logic, Compilers and Languages, Operating System Concepts, Software Engineering

Physics: Computational Methods in Physics, Statistical Mechanics & Thermodynamics

Mathematics: Discrete Mathematics, Intermediate Probability, Differential Equations & Linear Algebra II, Fourier Series & Boundary Value Problems, Single & Multivariable Calculus, and Probability & Statistics

SKILLS

Most experience: Go, Python

Some experience: git, MySQL (Google Cloud SQL), Google Cloud Datastore (NoSQL), Google App Engine, C++, C, NumPy, OpenCV, LATEX, Java, Mathematica

Exposure to: GCP Cloud Functions, GCP Pub/Sub, Prolog, Racket/Scheme, subversion, GNU make, CUDA, MPI, OpenMP, MATLAB, SolidWorks, Docker, Kubernetes, Google Container Engine

Project EXPERIENCE

### Atomistic Simulations of White Dwarf Dynamics (LLNL)

Sept. 2015 - May 2016

- Worked on a white dwarf project for the Lawrence Livermore National Laboratory's (LLNL) High Performance Computing Innovation Center as a member of a joint computer science-physics clinic team
- Ran molecular dynamics simulations on the Vulcan Blue Gene Q supercomputer using LLNL's dynamic domain decomposition multi-physics particle dynamics code (ddcMD)

#### Wormhole Simulation (HMC)

Apr. 2015 - May 2015

• Used Mathematica and concepts from general relativity to implement a ray-traced interpolation map for the light from a wormhole (see my GitHub for the code and examples)

Work EXPERIENCE

#### API Developer (BigNerve)

May 2016 - present

• I write and maintain Golang code for BigNerve's DailyNerve backend web API which is built on the Google Cloud Platform. I train new team members and lead the development of new DailyNerve API features.

# API Developer Intern (BigNerve)

May 2015 - Dec. 2015

- I worked on the backend web API for BigNerve's DailyNerve website as a part-time intern and focused on integrating PayPal Express Checkout with the existing codebase by beginning my own implementation in Go Assistant to System Administrator (HMC) May 2015 - Aug. 2015
- Created new disk images for engineering department computers and performed hardware upgrades; assisted with help-desk support tickets; wrote and edited batch scripts to optimize tasks

OTHER EXPERIENCE

#### Physics Research Student

Jan. 2014 - May 2014

• Used SolidWorks and Mathematica to model and simulate magnetic fields in a vacuum chamber Physics Grader (HMC) Jan. 2014 - May 2014

• Graded homework for a section of Mechanics & Wave Motion

## Homework Hotline Tutor (HMC)

Sept. 2012 - May 2013

• Tutored student callers in mathematics and science from the elementary school level to the AP level

OTHER Coursework (CLICK FOR DESCRIPTIONS) Physics: General Relativity & Cosmology, Electromagnetic Fields, Quantum Mechanics, Theoretical Mechanics, Quantum Physics, Electromagnetic Theory & Optics, Mechanics & Wave Motion, Gravitation, Special Relativity, Optics Lab, Electronics Lab, Modern Physics Lab, Physics Lab

<sup>&</sup>lt;sup>1</sup>Graduate-Level Course