

Andrew Davidson

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Education:

Undergraduate

Louisiana State University July 2004- May 2008
Major: Computer Engineering
Minor: Mathematics

Graduate

University of California at Davis September 2008-Present
Pursuing a PhD in Computer Engineering

Scholarships/Funding/Awards:

Louisiana Science, Technology, Engineering, and Mathematics
(LA-STEM) Research Scholars Program July 2004- February 2008
Tuition Opportunity Program for Students (TOPS) July 2004- February 2008
Graduate Assistance in Areas of National Need September 2008-Present
NSF Fellowship Honorable Mention April 2008

Research Experience:

Center for Computation and Technology July 2005-September 2008
(Undergraduate Researcher)

- Worked on Cactus (an open source computation environment) and developed thorns (code modules) to solve Maxwell's Equations.
- Developed code for General Purpose Graphics Processing Units (GPGPUs) to solve simple Computational Fluid Dynamics (CFD) problems. This ongoing research was presented at the National Conference for Undergraduate Research (NCUR) in April 2006, entitled "*Using a Graphics Processor Unit (GPU) for Feature Extraction from Turbulent Flow datasets*"
- Developed GPU Computing code for linear algebra problems.

University of California at Davis

(Undergraduate) June 2007-August 2007

- Worked as a summer researcher in the Institute for Data and Visualizations @ UC Davis on GPU Computing code with protein alignment algorithms.
- Developer for the for the CUDA Data Parallel Primitives library, an aid in GPU Computing development.

(Graduate) September 2008-Present

- Continued working as a developer for the CUDA Data Parallel Primitives library, and other GPU Computing applications.

Programming Languages:

- Worked extensively in C/C++ and CUDA
- Have developed in Cg, OpenGL, and HLSL/GLSL

Languages:

English: Fluent Icelandic: Intermediate Japanese: Intermediate