

Geoffrey C. Hulette

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Research Interests

Parallel/concurrent programming, programming languages, machine learning, scientific computing.

Education

Doctoral Student, Computer and Information Science

University of Oregon

Research Advisor: Allen D. Malony, expected graduation: Fall 2010

M.S. Computer Science

University of California, San Diego

September, 2007

Master's Thesis: Predicting Fault Locations from Failures Using a Machine Learning Classifier, Committee Chair: Sorin Lerner. September, 2007.

B.S. Computer Science

Tufts University

May, 2000

Cum Laude

Experience

University of Oregon

9/2007 - present

Eugene, OR

Graduate Research Fellow

OnRamp annotation language designer and Python programmer for the Department of Energy Common Component Architecture (CCA) project. OnRamp provides an annotation language and associated tools intended to help in transitioning traditional code routines to CCA components. The annotations will be applicable across several languages (including C, C++, and Fortran).

Graduate Research Fellow

J2EE programmer for Nemo, a neuroinformatics portal and web-services infrastructure facilitating collaboration between hospitals and neuro-imaging researchers.

Massachusetts Institute of Technology **1/2004 - 9/2005** **Cambridge, MA**

Lead Software Engineer

Designed and implemented a J2EE-based web application providing MIT students and faculty access to shared high-performance computing clusters.

WorldTeach **12/2002 - 1/2004** **Ombalantu, Namibia**

International Volunteer Teacher

Technology and mathematics instruction at a secondary school (grades 8 to 10) in rural Namibia.

Neomar, Inc. **1/2001 - 11/2002** **San Francisco, CA**

Software Engineer

One of two programmers of a full-featured J2ME-based web browser, running on Blackberry devices. Responsibilities included custom graphics code and a network layer to optimize performance with a proprietary web proxy server. Also wrote server components enabling image processing, data compression, and intelligent caching.

Center for Connected Learning **9/1999 - 12/2000** **Somerville, MA**

Software Engineer

Programmer and design contributor for NetLogo, a Java simulation programming environment widely used in educational environments and academic research. Responsibilities included writing an agent-based parallel computation engine and a compiler for the NetLogo language.

Publications

Conference Papers

- Geoffrey C. Hulet, Matthew J. Sottile, Allen D. Malony. WOOL: A Workflow Programming Language, in the Fourth IEEE International Conference on eScience, (Indianapolis, IN, USA), pp. 71-78, IEEE Press. December, 2008.

Posters

- Geoff Hulet, Matthew Sottile, Benjamin Allan, Robert Armstrong. Using CCA and Onramp to Generate an Application-Specific Framework from a Monolithic Application. Poster, International Conference for High Performance Computing, Networking, Storage and Analysis (SC'08), November, 2008.

Professional Service

ACM member since 2006.