# almond Heil (/'haɪl/)

I'm most interested in server maintenance and making user-facing utilities, and looking for a post-bachelor's position.

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- almendra.dev
- github.com/almondheil

#### Education

Grinnell College Computer Science, B.A.
Grinnell, IA Aug. 2021 – May 2025 (expected)

- 3.808 GPA
- Coursework including Operating Systems, Parallel Programming, and Theory of Computation
- Dean's List F21, F22, S23, F23, and S24 semesters

## Selected Experience

**Grinnell College CS Department**Grinnell, IA
Teaching Assistant, CS 161 and 213
Jan 2023 – Present

- Built an understanding of teaching foundational programming and operating systems
- Acted as a resource for student learning during class sessions and weekly mentor sessions

**Los Alamos National Labs, HPC-DO**Supercomputer Institute Student

Los Alamos, NM
Jun-Aug 2024

- Designed, built, and maintained a cluster of 10 nodes
- Learned to operate cluster from the ground up, progressing from manual to automated administration
- Explored containerizing the Cray Programming Environment for the Programming Environments team

**Los Alamos National Labs, XCP-DO**Parallel Fellowship Student
Jun-Aug 2023

- Explored one-sided MPI communication paradigms
- **Developed a new algorithm** for particle transport in Branson, a lab testing code for radiation transport

**Los Alamos National Labs, T-6**Computational Biology Undergrad Intern

Jun-Sep 2022

Studied inferring HIV infection times based on phylogenetic trees

## **Technical Skills**

Ansible · OpenCHAMI
Slurm · MPI · Docker

Git · Bash · Vim · SSH

C · Python · Rust Racket · Haskell · Java

## **Favorite Projects**

#### give-take Grinnell

User-to-user file transfer built for school CS network

Inspired by 'give' utility on Los Alamos National Lab systems

ftag Personal

Arbitrary file tagging intended for photo libraries

Maintains a small database of associations

More at github.com/almondheil

## **Hobbies**

THEATRE Stage management Sound design

ART Origami (esp. modular)
Pixel art
Tabletop roleplaying
game (TTRPG) design

