

# Henry Olling

[email](#) | [linkedin](#) | [github](#) | [website](#)

## EDUCATION

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### Master of Science in Atmospheric Science

Colorado State University

Fort Collins, CO

Jun. 2024 – Anticipated Jun 2026

### Bachelor of Science in Astrophysics

University of California, Santa Cruz

Santa Cruz, CA

Sept. 2018 – Jun 2023

### Bachelor of Science in Environmental Science

University of California, Santa Cruz

Santa Cruz, CA

Sept. 2018 – Jun 2023

## EXPERIENCE

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### Graduate Research Assistant

Colorado State University, Atmospheric Science

Jun 2024 - Present

Fort Collins, CO

- Leveraged machine learning techniques for equation discovery
- Currently using Python and other data-science tools to analyze the maintenance and propagation of the Madden-Julian Oscillation

### Undergraduate Researcher

University of California, Santa Cruz, Earth and Planetary Sciences

Fall 2019 - Summer 2023

Santa Cruz, CA

- Thesis project involved cloud microphysics, analysis of CFD data and computationally intensive simulations
- Developed Python scripts and C programs to analyze various large datasets (e.g. subsets of NASA's IMERG)

### Undergraduate Researcher

University of California, Santa Cruz, Astrophysics

Fall 2022 - Summer 2023

Santa Cruz, CA

- Thesis title: "Impact of Diffusivity Profiles in Water Clouds for Jupiter"
- Extended an existing microphysical model written in FORTRAN
- Performed data analysis with Python using the "matplotlib", "numpy", and "pandas" packages

### Undergraduate Researcher

University of California, Santa Cruz, Earth and Planetary Sciences

Spring 2023 - Summer 2023

Santa Cruz, CA

- Improved and updated the climlab climate modelling software
- Developed working implementations of climate processes
- Diagnosed and solved complex bugs in both Python and FORTRAN
- Tracked versions, progress, and issues and submitted bug reports and pull requests using Github

### Teaching Assistant

University of California, Santa Cruz, EART124: Modelling Earth's Climate

Jan 2023 - Apr 2023

Santa Cruz, CA

- Complete assessments of student work at the direction of Professor Feldl
- Host discussion sections, and write and present lectures
- Host office hours for 1-on-1s with students

### Student Assistant

California Air Resources Board

Sept 2021 - Nov 2022

Remote

- Produce and update Python scripts to handle aggregation and de-aggregation of data
- Contributed to multiple internal tools for processing and visualizing environmental data

### Intern, Development and Data Visualization

California Department of Water Resources Bay Delta Office, Modelling Support Branch

Summer 2019

Sacramento, CA

- Produced Python scripts to visualize data with the use of common place graphing libraries
- Contributed to internal software packages pertaining to data visualization
- Contributed to and tested publicly available software package used for reading of HEC-DSS data files (pyhecdss)

### Intern, Data analysis and Visualization

California Department of Water Resources Bay Delta Office, Modelling Support Branch

Summer 2018

Sacramento, CA

- Produced demonstration materials for data visualization with Tableau.
- Processed data for research purposes using a custom data processing tool written in C++ that I developed.

- Presented our research during the poster session of the 2018 Bay Delta Science Conference.

## Intern, Water Data Visualization Trainer

Summer 2017

*California Department of Water Resources Bay Delta Office, Modelling Support Branch*

*Sacramento, CA*

- Produced training materials (PDFs, sample Excel, Tableau, and Word files) for using Tableau for specific water data visualizations with Tableau.
- Presented weekly training to senior engineers on using Tableau for water-specific visualizations.
- Successfully presented department-wide demonstration of Tableau's possible uses.

## PROJECTS

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### Climlab | *Github, C, Python, numpy, FORTRAN*

Jan 2023 – Jun 2023

- Contributed new features and bug fixes to an existing codebase.
- Collaborated with experts to replicate and build upon existing modelling techniques.
- Wrote Python modules, new unit tests, and debugged FORTRAN.

### High Performance EBM | *C, OpenGL (GPGPU)*

May 2023 – Jun 2023

- A high-performance energy balance model designed to run entirely on the GPU.
- Useful for high temporal and high spatial resolution models and supports a number of simple processes.

### A Pythonic Tool for Modelling Physical Systems | *Python*

March 2022 – April 2022

- Replicates the functionality of Insight Maker within the context of a python script.
- Designed for modeling and basic visualization of simple physical systems.

### 2D Fluid Dynamics & Stochastic Reaction Simulation | *Python*

June 2021

- Wrote and coupled implementations of the Lattice-Boltzmann fluid simulation and the Gillespie stochastic chemistry simulation.
- Simulates flows of chemicals through two-dimensional pipes and supports arbitrary reagents and reactions.
- Completed for a final project in a numerical methods course in physics, recieved a 109%.

### Custom Multiplayer Game Engine | *C++, OpenGL, ASIO, GLFW3, BulletPhysics*

Nov 2020 – Present

- Intermittently developing a functioning multiplayer game engine in C++ using OpenGL.
- Working integration with BulletPhysics for in-game physics simulation
- Uses ASIO as a compatibility layer for networking and libsodium for secure end-to-end encryption.
- Uses a custom-made deferred renderer for 3D assets alongside a custom-made 2D renderer for GUIs and sprites.
- Uses MySQL database to track player authentication data and player stats.

### 8-bit Zilog Z80 Computer | *Kicad*

May 2015 – May 2016

- Designed a custom 8-bit computer around the Zilog Z80 CPU using 7400 series logic
- Built circuitry using a mixture of wire-wrapping and soldering
- Wrote and hand-assembled a test program

## TECHNICAL SKILLS

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**Languages:** C/C++, Python, FORTRAN, Java, HTML/CSS, GLSL, SQL

**Developer Tools, Frameworks, & Paradigms:** jupyter notebook, Git, Eclipse, MPLABX, ChipKit Development Tools, Make, CodeBlocks, bash, MySQL, Flask, Bootstrap, GPGPU Computing, Compute Shaders, Multithreading

**Libraries:** pandas, NumPy, Matplotlib, OpenGL, ASIO, FFTW, OpenMPI

## REFERENCES

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References available upon request