DR. JONAS LIPPUNER

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Fluent languages: English, German

SUMMARY

I am a staff scientist at Los Alamos National Laboratory and also consult for algorithmic traders. I am passionate about writing code to solve challenging problems and building autonomous systems. I easily pick up new things and enjoy learning and applying new methods, techniques, and concepts to achieve specific goals.

Interests: computational physics and finance, GPU programming, cryptocurrencies, blockchain technologies (e.g. Ethereum smart contracts), guantitative and algorithmic trading, artificial intelligence and machine learning

L2 Quant LLC

CURRENT POSITIONS

Founder & CEO

Software development, research, live trading

- Developing Linux-based C++ high-frequency automated trading system and signals (backtesting and live trading)
- Implementing market data and order routing APIs (FIX, REST, WebSocket) for various exchanges
- Developing and running (incl. server administration) FX arbitrage and crypto hedging strategies
- Researching, backtesting, and analyzing algorithmic trading strategies for futures, equities, FX, and crypto
- Managing trade and quote level data collection for several exchanges (spot and derivatives)

Scientist

Los Alamos National Laboratory

Computational Physics and Methods, CCS-2

- Developing core infrastructure for parallel multi-physics code using block-based adaptive mesh refinement
- Received competitive Early Career Research grant for \$416k over 2 years as sole PI
- Modernizing flagship multi-physics Fortran production code by porting core infrastructure components to C++
- Research in computational and nuclear astrophysics, lead organizer of weekly astrophysics seminar series

EDUCATION

California Institute of Technology

- Ph.D. in Physics
- Investigated where in the universe and how heavy elements like gold, lead, and uranium were created

Pasadena, CA, USA

• Developed SkyNet, an open source, highly modular nuclear reaction network containing over 140,000 nuclear reactions, also includes code to make movies of the evolution, and an easy-to-use Python interface; SkyNet is actively being used by several research groups around the world, see https://bitbucket.org/jlippuner/skynet

University of Manitoba

Winnipeg, MB, Canada

Sep 2008 – May 2012

B.Sc. (Hons.) in Mathematics and Physics

- Graduated with the highest GPA (4.48/4.50, 99.6%) among all undergraduate students (about 2700)
- Received numerous merit-based awards and scholarships, see http://jonaslippuner.com/awards

ACADEMIC TRACK RECORD

- 25+ refereed scientific publications, 2100+ citations, h-index 21, 18 contributed conference talks
- 23 invited conference and seminar talks in North America, Europe, and Asia
- Serving as reviewer of scientific journal articles, research proposals, and computing time proposals

PROGRAMMING LANGUAGES AND TECHNOLOGIES

Highly Proficient

C/C++, Python, NVIDIA CUDA, Linux / Unix, CMake, git, FIX, REST, WebSocket, LATEX

Substantial Experience

C#, Fortran, OpenMP, HDF5, Kokkos, TensorFlow, MATLAB, Mathematica, Spack, Wireshark, Windows

MPI, JavaScript, TypeScript, Solidity, MySQL, EasyLanguage, Legion, Java, ASP.NET, PHP (next page)



Aug 2019 – Apr 2020: self-employed

since Apr 2018: Staff Scientist Sep 2017 – Apr 2018: Postdoc

Oct 2012 – Jun 2017: Grad student Jul 2017 – Aug 2017: Postdoc

Working Knowledge

updated September 20, 2022

Summer 2011 & 2012

JPL Graduate Fellow Jet Propulsion Laboratory (USA) Jun 2016 – Sep 2016 Deep Space Tracking Systems

• Implemented and accelerated algorithms for pulsar searches and radio astronomy time series analysis with GPUs • Debugged and improved existing single radio pulse detection pipeline

- Intern **NVIDIA Corporation (USA)** Jun 2015 – Sep 2015 CUDA DevTech Implemented a prototype library for efficient MPI-style collective communication between multiple GPUs • This library is now used in TensorFlow, PyTorch, Caffe, MxNet, etc., see https://developer.nvidia.com/nccl
- Volunteer Bookkeeper Apr 2013 – Jun 2014 • Responsible for all business accounting, payroll, taxes, and ensuring compliance with tax exempt status

Department of Mathematics Implemented a finite element method in MATLAB to numerically solve partial differential equations **Research Student** CancerCare Manitoba (Canada) Summer 2009 & 2010 Medical Physics Department • Developed an open source extension to an existing software package to simulate medical x-ray imaging • Implemented a parallel Monte Carlo radiation transport for GPUs achieving speedups of 20 – 40 times Software Engineer, Web Developer Local Government (Switzerland) **Oct 2007 – Aug 2008: Intern** Sep 2008 – Sep 2009: Contractor City Clerk's Office

- Developed database back end and front end of City Parliament website
- Automated or drastically simplified various common repetitive, tedious tasks in the City Clerk's Office

HONORS, PRIZES, AND FELLOWSHIPS (selected, see http://jonaslippuner.com/cv)

- CNLS Fellowship (Center for Nonlinear Studies, Los Alamos National Laboratory, 2017)
- JPL Graduate Fellowship (NASA Jet Propulsion Laboratory, 2016)
- Best Talk (Theoretical Astrophysics in Southern California Meeting, University of California, San Diego, 2014)
- Governor General's Silver Medal (for highest standing at the undergraduate level, University of Manitoba, 2012)
- University Gold Medal in Science (for highest standing in undergraduate Science, University of Manitoba, 2012)
- Allen Medal in Physics (for highest standing in the final two years of Honours Physics or Honours Physics and Mathematics, University of Manitoba, 2012)
- Best Entry in Physics and Astronomy (Faculty of Science Poster Competition, University of Manitoba, 2011)

SKILLS AND ABILITIES

Communication skills: scientific writing, collaborative writing, data visualization and animation, making high guality graphs and figures, oral and poster presentations (won awards for some of my presentations)

Research skills: finding and understanding relevant literature, formulating and testing hypotheses, asking relevant questions, analyzing and understanding complex processes, collaborating on research projects

Coding skills: parallelizing and optimizing existing code, substantial GPU programming experience, collaborative development on large coding projects, code reviewing, compiling and running software on large HPC clusters

Algorithms and Techniques

- Wide range of numrical methods, Monte Carlo, optimization and root-finding techniques
- Discretizing and solving partial differential equations (finite difference/element, spectral, discontinuous Galerkin)
- Basic signal processing (e.g. Fourier analysis, wavelet analysis, fast folding, template matching)
- Basic machine learning (neural network basics, convolutional neural networks, deep learning, autoencoder basics)

PAST EXPERIENCE

Small non-profit organization (USA)

- Introduced automated generation and email distribution of donation statements

Research Student University of Manitoba (Canada)