

Nathaniel Thurston

Eiðistorg 17, 170 Seltjarnarnes

Home: 561 2658 GSM: 869 5943 Email: nathaniel@thething.is

PROFILE:

Creative and logical thinker with a history of delivering results. Works cooperatively with corporate hierarchy to discover and resolve impending difficulties, and to create and exploit new opportunities. Known for approaching challenges from several unexpected directions simultaneously. "Everything you want in a Chief Scientist - great thinker, amazing programmer, tenacious and fast" - Scott Oddo, CTO, Predictive Networks

SKILLS

Programming: optimization, software architecture, rapid prototyping, reverse engineering, debugging

Coding: C, C++, STL, Perl, SQL, R, Cocoa, Matlab, Mathematica, assembly

Platforms: UNIX, Windows, Mac OSX, embedded systems

Computer Science: visualization, artificial intelligence, operations research

Mathematics: low-dimensional topology, numerical analysis, statistics, automatic stock trading

EXPERIENCE:

Pingið ehf, 2005-present, Reykjavík, ÍSLAND

Managing Director

Founded company in June 2005.

Developing revolutionary stock-trading algorithm.

National Science Foundation Focused Research Group with D. Gabai, R. Meyerhoff and P. Milley, 2006-present

Research Consultant

Working with the Principal Investigators to investigate the geometry of cusped hyperbolic 3-manifolds.

Hudson River Trading, LLC, 2003-2005, New York, NY

Financial Analyst

Participated in computer-driven electronic trading of financial instruments.

Details withheld due to confidentiality agreement.

Predictive Networks, Inc, 1999-2002, Cambridge, MA

Chief Scientist

Invented or co-invented nearly all of company's intellectual property.

Designed and executed patent strategy to protect company's core technology.

Led development of set top box demo and trial, deployed on analog cable systems.

Developed scheduling software chosen over team effort of five senior engineers.

Re-engineered technology to replace a failing six-month project two weeks after hire.

Promoted twice, from Senior Software Engineer and from Principal Software Engineer.

Looking Glass Studios, LLC, 1996-1999, Cambridge, MA

Programmer

Developed award-winning AI air traffic control and flight software for Flight Unlimited II.

Created realistic weather simulation technology for Flight Unlimited III.

Designed procedures to process and import terrain data from diverse sources.

Geometry Center of the Univ. of Minneapolis, 1993-1994, Minneapolis, MN

Research Assistant

Served as "Master Illusionist" for the award-winning educational video "Outside In".

Pioneered the use of interval arithmetic of complex affine functions.

Optimized search process by >1000x, reducing run time to under one year.

Developed distributed computing software for networks of heterogeneous workstations.

EDUCATION:

Reed College, B.A. Mathematics, 1987-1991

University of California at Berkeley, Ph. D. Candidate and NSF Fellow, 1991-1996

AWARDS:

2005: Performance bonus of \$775,000, Hudson River Trading.

2000: Employee Recognition and Employee of the Month, Predictive Networks.

1991: Second Place, UC Berkeley Dept. of Computer Science programming contest.

1988: First place, Princeton Univ. Dept. of Computer Science programming contest.

1986: Member, US Physics Olympiad Team.

PUBLICATIONS

With D. Gabai and R. Meyerhoff, "Homotopy Hyperbolic 3-Manifolds are Hyperbolic", the first computer-assisted proof to be published in *Annals of Mathematics*.

With V. Thurston, "Pingið", a vision for an environmental think-tank, self-published.

Inventor or co-inventor on more than ten patents or patent applications.