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EDUCATION

University of California at Berkeley, USA

Ph.D. in Computer Science, expected 2012

Nanyang Technological University, Singapore

M.Eng. in Computer Engineering, 2003

Moscow Institute of Physics and Technology, Russia

M.Sc. in Applied Mathematics and Physics, 2002

B.Sc. in Applied Mathematics and Physics, 2000

AWARDS

Best Student Paper, 2008 ACM/IEEE conference on Supercomputing (SC08)

NVIDIA Fellowship, 2008

PUBLICATIONS

- [1] Demmel, J., Dongarra, J., Fox, A., Williams, S., Volkov, V. and Yelick, K. 2009. Accelerating time-to-solution for computational science and engineering, *SciDAC Review 15*.
- [2] Datta, K., Williams, S., Volkov, V., Carter, J., Oliker, L., Shalf, J. and Yelick, K. 2009. Auto-tuning the 27-point stencil for multicore, *4th International Workshop on Automatic Performance Tuning (iWAPT)*.
- [3] Volkov, V. and Demmel, J. 2008. Benchmarking GPUs to tune dense linear algebra, *2008 ACM/IEEE Conference on Supercomputing (SC08)*.
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- [5] Garland, M., LeGrand, S., Nickolls, J., Anderson, J., Hardwick, J., Morton, S., Phillipps, E., Zhang, Y. and Volkov, V. 2008. Parallel computing experiences with CUDA, *IEEE Micro 28*, 4, 13–27.
- [6] Volkov, V. and Demmel, J. 2008. LU, QR and Cholesky factorizations using vector capabilities of GPUs, Technical Report No. UCB/EECS-2008-49, EECS Department, University of California, Berkeley, May 13, 2008. (Also LAPACK Working Note 202.)
- [7] Volkov, V. and Demmel, J. 2007. Using GPUs to accelerate the bisection algorithm for finding eigenvalues of symmetric tridiagonal matrices, Technical Report No. UCB/EECS-2007-179, EECS Department, University of California, Berkeley, December 29, 2007. (Also LAPACK Working Note 197.)
- [8] Li, L. and Volkov, V. 2006. Inflatable models, *The Journal of Computer Science and Technology 21*, 2, 154–158.
- [9] Li, L. and Volkov, V. 2005. Cloth animation with adaptively refined meshes, *28th Australian Computer Science Conference (ACSC 2005)*.
- [10] Volkov, V. and Li, L. 2005. Adaptive triangular meshes for cloth simulation, *Research Journal of Textile and Apparel 9*, 1.
- [11] Volkov, V. and Li, L. 2004. Closed form solution for C^2 orientation interpolation, *International Conference on Computer Vision and Graphics 2004 (ICCVG 2004)*.
- [12] Volkov, V. and Li, L. 2003. Real-time refinement and simplification of adaptive triangular meshes, *IEEE Visualization 2003*, 155–162.
- [13] Volkov, V. and Li, L. 2002. Adaptive local refinement and simplification of cloth meshes, *1st International Conference on Information Technology & Applications (ICITA 2002)*.