The gravitational billion body problem : Het miljard deeltjes probleem

Bédorf, J.

List of publications

Journal Papers

- R. G. Belleman, **J. Bédorf**, and S. F. Portegies Zwart. High performance direct gravitational N-body simulations on graphics processing units II: An implementation in CUDA. *New Astronomy*, 13:103–112, February 2008. doi10.1016/j.newast.2007.07.004.

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Curriculum Vitae

Ik ben geboren op 1 mei 1984 te Alkmaar en begon mijn opleiding in 1988 op de Kleine en Grote Beer te Heerhugowaard. Om vervolgens in 1996 te beginnen aan het VWO op O.S.G Huygenwaard, ook in Heerhugowaard. In mijn vierde jaar van het VWO begon ik aan het "Economie & Maatschappij" profiel dat behoorde bij het pas ingevoerde "tweede fase" studie systeem. Aan het eind van het vierde jaar kwam ik er achter dat ik informatica interessant vond en heb toen Wiskunde A vervangen door Wiskunde B zodat ik een universitaire informatica opleiding kon volgen.

In 2002 heb ik mijn VWO opleiding afgerond en begon ik aan de opleiding "Informatica" aan de Universiteit van Amsterdam. Na het afronden van mijn bacheloronderzoek ben ik verder gegaan met de master opleiding in "Grid Computing" met als specialisatie "Computational Science". Voor mijn masterscriptie heb ik gewerkt aan directe N-body simulaties op de grafische kaart onder leiding van Robert Belleman en Simon Portegies Zwart. Ik heb deze opleiding in november 2007 (cum laude) afgerond.

Vervolgens ben ik fulltime gaan werken voor Transpute B.V. te Amersfoort. Door het verkrijgen van een IsFast NWO grant eind 2008 ben ik in 2009 begonnen aan mijn promotieonderzoek binnen de computationale sterrenkunde groep van Simon Portegies Zwart aan de Universiteit van Amsterdam. Na twee maanden is de hele groep verhuisd naar de Sterrewacht Leiden waar ik het onderzoek heb voortgezet. In al die tijd heb 4 dagen per week aan mijn promotie onderzoek gewerkt en ben ik 1 dag per week blijven werken voor Transpute.

Ik heb de resultaten van mijn onderzoek gepresenteerd op conferenties in Nederland, Duitsland, Zweden, Italië en de Verenigde Staten. Tevens heb ik eind 2013 drie maanden stage gelopen bij NVIDIA in Californië, VS.

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