Chris Lupo, Ph.D.

Chris Lupo, Ph.D., is Professor and Chair of the Computer Science and Software Engineering Department at California Polytechnic State University, where he has been on the faculty since September 2008. Dr. Lupo's teaching and research specialties include Parallel and High-Performance Computing (HPC), GPU Computing, Heterogeneous and Distributed Computing, Performance Analysis, and Computer Architecture. His research and teaching have been recognized by NVIDIA Corporation in the form of both NVIDIA GPU Research Center and NVIDIA GPU Teaching Center awards. He has also been recognized by Intel as a Xeon Phi teaching and research center. Other support includes funding and equipment awards from the US Department of Transportation, Sandia National Laboratories, Google, Western Digital, Lockheed Martin and Sun Microsystems. Dr. Lupo earned his Ph.D. and M.S. in Computer Engineering from the University of California, Davis and his B.S in Electrical Engineering from the California State University, Fresno.