

# Materials Science and Technology Division

Gene Ice, Director  
Peter Tortorelli, Deputy Director

Sciences and  
Resources Integration  
Edgar Lara-Curzio

## Energy Technologies

### Electricity Delivery/ Energy Reliability

Dominic Lee

### EERE-Hydrogen/ Fuel Cells

Dave Wood

### EERE-Industrial

Craig Blue

### EERE-Transportation Lightweight Materials

Charles Warren

### Lightweight Materials

Charles Warren

### Propulsion Materials

Allen Haynes

### Energy Storage

Claus Daniel

### Fossil Energy

Peter Tortorelli

### Nuclear-Radioisotope Power Systems

Jim King

## Novel Materials and Mechanisms

Hans Christen, Associate Director

### Advanced Materials

Dave Singh

### Correlated Electron Materials

Brian Sales

### Diffraction and Thermo- Physical Properties

Tom Watkins

### Materials Theory

Malcolm Stocks

### Microscopy

Karren More

### Scanning Transmission Electron Microscope

Steve Pennycook

### Thin Films Nanostructure

Ho Nung Lee

## Materials Under Extremes

Lance Snead, Associate Director

### Alloy Behavior and Design

Easo George

### Corrosion Science and Technology

Bruce Pint

### Mechanical Properties and Mechanics

Edgar Lara-Curzio

### Nuclear Materials Science and Technology

Randy Nanstad

### Nuclear Fuel Materials

Gary Bell\*

### Surface Processing and Mechanics

Ted Besmann

## Materials and Behavior Processing

William Peter, Associate Director

### Carbon and Composites

Robert Norris

### Deposition Science and Technology

Chad Duty

### Physical Chemistry of Materials

Nancy Dudney

### Processing and Joining

Zhili Feng (Acting)

### Synthesis and Properties of Novel Materials

Lynn Boatner

## Office of Science

### BES-Center for Defect Physics (EFRC)

Malcolm Stocks

### BES-Materials Sciences and Engineering

Hans Christen

### BES-SHaRE

Karren More

### Fusion Energy Science

Lance Snead

### Nuclear Fuels

Gary Bell\*

### Nuclear-Light Water Reactors

Jeremy Busby

### Strategic Materials Sustainability

Rick Lowden

### Tech Transfer/ Work for Others

Tom Rosseel

\*Matrixed from NSED

\*\*Matrixed from PSD