Ian Glen Neal

512-635-9155
ian.glen.neal@utexas.edu

Education

- **University of Texas at Austin** **May 2017**
  Bachelor of Science in **Computer Science**
  Bachelor of Science in **Electrical Engineering**
  - **Turing Scholars Honors Program** for Computer Science
  - **GPA: 3.939**
  - **Related Courses:**
    - Introduction to Electrical Engineering; Data Structures and Algorithms: Honors; Computer Architecture: Honors; Introduction to Embedded Systems; Operating Systems: Honors; Introduction to Computer Security

Technical Skills

- **Languages:**
  - Proficient in Java
  - Familiar with Scala, C, C++, Python, SQL-like query languages (specifically Impala and Hive), Regular Expressions (mainly using the GAWK/AWK tools)
  - Exposure to Ruby, C#, Processing, JavaScript
- Experience in basic robotics and circuitry (Arduino, ARM)

Experience

- **Tableau Software [Software Engineer, Intern]** **05/14 – 08/14**
  - Member of the Analytics team for the Tableau Online product
  - Designed ETL scripts to recover and manipulate/transform product usage data for internal use
  - Worked with large distributed systems such as Hadoop, Impala, Hive, and Apache Flume
  - Worked across multiple development/operation teams to coordinate releases to production

- **R4Diant [Developer, Back End; Designer]** **09/12 – 09/13**
  - Worked on creation and implementation of an adventure game in a world of four spatial dimensions
  - Designed file saving systems and early land generation algorithms
  - Helped visualize and implement the mechanics of a four-dimensional world

Projects

- **Operating Systems [Semester Project – current]**
  - Working on implementing major components of an operating system
  - Using C++ to build kernel abstractions of the computer's base resources (such as building a memory management system, processes, concurrency and context switching, etc.)

- **Color Automata [Cellular Automata Simulator]**
  - Designing a cellular automata simulation (similar to Conway's Game of Life)
  - Designing different methods for cellular evolution on a continuous scale (color)

- **Web Crawler [Webpage Parsing Engine]**
  - Designed a webpage parsing and search engine that would crawl a local "internet" of webpages to discover and visit all webpages
  - Stored webpages by content and designed a logical search engine to query the crawled pages, which returned relevant pages to the user