Henry Blanchette

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Education

Reed College in Portland, Oregon

<u>Degree:</u> Bachelor of Arts, Computer Science. Expected graduation: 5/20. Cumulative GPA = 3.5.

<u>Activities and Societies:</u> ACM Club (competes in ACM-ICPC), Reed College Artificial Life Lab, Reed Philosophy Society.

Relevant Coursework: Data Structures and Algorithms, Computability and Complexity, Artificial Intelligence, Machine Learning, Computer Graphics, Computer Science 1&2, Vector Calculus, Abstract Algebra, Linear Algebra.

Experience

Researcher and Developer at Reed College Artificial Life Lab in Portland, Oregon from '17 - present.

- Creating a model of traits flowing through a genealogy, inspired by citation networks of the U.S. patent records using Python, GraphViz, and Gephi.
- Performing experiments and analysis relating to Price-Equation-emergent and Darwinian-Imitation-like behavior.

Mathematical Modeler at Reed College Math Department in Portland, Oregon during summers of '17 & '18.

- Used Mathematica and Python for mathematical modeling.
- 3D-printed models to demonstrate vector calculus concepts for use in classes.
- Designed software to generate and print models of a variety of Milnor fibrations and Associahedra.

Researcher at Reed College Computer Science Department in Portland, Oregon from 5/18 - 8/18.

 Used Python, C++, and Linux for web-scraping, data analysis, and network analysis with Computer Systems publications data.

Skills

Advanced Skills: Java, Scala, Python, Haskell, C/C++, Mathematica, git project management, Linux. **Intermediate Skills:** Coq, Rust, R, MatLab, TensorFlow, mathematical modeling, web front-end development.

Organizations

Portland Indie Game Squad (PIGSquad): Participating in hackathons and game/code jams.

Languages

Fluent in English. Proficient in reading and writing Spanish.