Terrell Kendall Glenn

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EDUCATION:

Purdue University, West Lafayette, IN | Ph.D in Mechanical Engineering | GPA: 3.62/4.0 | Dec. 2021
Morehouse College, Atlanta, GA | Bachelor of Science in Physics | GPA: 3.66/4.0 | May 2016

HONORS AND AWARDS:

- National GEM Consortium Technical Presentation Competition — September 2021
- Purdue Graduate School - 3 Minute Thesis (3MT) Competition, Finalist (https://youtu.be/cyAH0TGozW4) — April 2021
- Scholarship; Purdue University College of Engineering Outstanding Graduate Student Service Award, — May 2020
- Sustainable Economy and Planet Poster Competition for PhD Students, First Place — February 2019
- Fellowship; The National Science Foundation Graduate Research Fellowship Program, — May 2017 - present
- Fellowship; The National GEM Consortium (Sponsor: Intel Corporation), — June 2016 – present

PUBLICATIONS:

- **Terrell Glenn**, Ananya Ipsita, Caleb Carithers, Kylie Peppler, and Karthik Ramani. 2020. StoryMakAR: Bringing Stories to Life With An Augmented Reality & Physical Prototyping Toolkit for Youth. 2020 CHI Conference on Human Factors in Computing Systems. Association for Computing Machinery, **Paper Link:** https://tinyurl.com/yy359rap
- Yuanzhi Cao, Zhuangying Xu, **Terrell Glenn**, Ke Huo, and Karthik Ramani. 2018. Ani-Bot: A Modular Robotics System Supporting Creation, Tweaking, and Usage with Mixed-Reality Interactions. 12th International Conference on Tangible, Embedded, and Embodied Interaction. Association for Computing Machinery, **Paper Link:** https://tinyurl.com/be6rxe4a
- Temitope Adeoye, Myson Burch, **Terrell Glenn**, Rachel Scarlett, De'Shovon M. Shenault. 2021. Mentoring Black Teens During National Pandemics: Mutually Beneficial Service. Purdue Journal of Service-Learning & International Engagement
- **(Submitted)** MicrokARts: Designing Augmented Reality Enabled Karts for Co-Located Play with Children (CHI 2022)
- **(Submitted)** ShARed IoT: Shared Experiences in Co-Located Spaces with Augmented Reality and Internet of Things Devices (CHI 2022)
- **(Submitted)** IoT Maker: Creating High-Level Electro-Mechanical Devices Through Live Programming for Youth (CHI 2022)

RELEVANT COURSEWORK:

- **Mathematics:** Statistical Methods, Linear Algebra
- **Engineering:** Mechatronics, Design for Manufacturability, Robotics & Machine Vision, Product & Process Design
- **Computer Programming:** C++, MATLAB, & High-Performance Computing
- **Education:** Qualitative Research Methods, Data Collection and Analysis in Education, Learning Science

LEADERSHIP EXPERIENCE:

Purdue Minority Engineering Program, Summer Project Coordinator, Lafayette, IN — **May 2020 – present**

- Developed project learning objectives, curriculum, and activities for virtual Mechatronics-based courses of 50+ students
- Trained 6 project team staff on appropriate techniques in MATLAB & Arduino (C/C++) software & associated hardware
- Simplified advanced hardware/software concepts into palatable notions for youth (age = 12-18) as the lead instructor

Alpha Phi Alpha Fraternity, Inc., Iota Lambda Chapter, STEAM Committee, Indianapolis, IN — **Sept. 2018 – present**

- Lead a series of workshops with local youth (age 12-18) to prepare them for STEAM Fair presentations
- Brought awards, prizes, and media recognition to our 5 STEAM winners (https://tinyurl.com/vqjrzp4)

Gifted Education Research & Resource Institute (GER^{2}I), Lead Coach, West Lafayette, IN — **July 2017 – present**

- Designed and implemented a series of two-week workshops geared towards Middle and High School students
- Created dynamic programs that engaged students in engineering-related activities (Internet of Things, Electronics, etc.)
- Collaborated with a team of Graduate and Undergraduate students to address student needs and create course content.
- Conducted research studies on how children learn engineering concepts for future related work.

SKILLS:

- Professional implementation of fabrication techniques (laser cutting, 3D printing, etc.)
- Proficient programming skills (MATLAB, Python, C, C++, C#, TCL, Unity 3D, JavaScript, ARCore/ARKit, Photon)
- Advanced Mechatronics-based project implementation (Arduino, ESP 8266, ESP32, Micro:bit)
- Proficient with Autodesk Inventor, Fusion 360, Eagle, and other CAD software.
- Intermediate understanding of German language.

PROFESSIONAL EXPERIENCE:

Flare Tech: Laser & Design, Small Business Owner, Lafayette, IN — **January 2020 – Present**

- Provided excellent customer service and quality hand-crafted items to customers from over 20 states in the US
- Designed quality files for other laser cutter businesses to use with commercial licenses.
- Demonstrated advanced skills in laser cutting, fabrication, product design, and marketing for company growth.

Intel Corporation (Performance Analysis Center), Software Eng. Intern, Santa Clara, CA — **June 2016 – August 2016**

- Measured CPU and GPU Performance for future product design at Intel.
- Analyzed performance metrics, investigated adjustable parameters provided by customers, modeled product performance.
- Identified the next generation of workloads on which Intel's newest products must excel to be successful.

ACTIVITIES:

- Alpha Phi Alpha Fraternity, Inc, Historian and STEAM Fair Chairman, Indianapolis, IN, — November 2017 - present
- National Society of Black Engineers (NSBE), Member, Atlanta, GA & West Lafayette, IN — February 2013 –present

Updated October 2021