Tristin K. Glunt

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SUMMARY

- Senior computer science student interested in artificial intelligence and machine learning
- Implemented Random Forests, Naïve Bayes, Logistic Regression and Neural Networks from scratch; can also fully take advantage of libraries such as scikit-learn and TensorFlow with Keras for rapid data analysis and development
- Well versed in object-oriented programming and design, specifically building Java GUI applications

EDUCATION

Master of Science in Computer Science, Enrollment Fall 2019, expected May 2020
Bachelor of Science in Computer Science minoring in Mathematics, expected May 2019
The University of New Mexico, New Mexico, GPA 3.5, Major GPA 3.8

Relevant Computer Science Coursework:

- Advanced Neural Networks, Machine Learning, Data Structures and Algorithms, Software Engineering, Operating Systems, Neural Networks and Deep Learning by deeplearning.ai on Coursera

Relevant Mathematics Coursework:

- Linear Algebra with Applications, Applied Statistics and Probability for Engineers, Ordinary Differential Equations, Multivariable Calculus, Numerical Analysis

WORK EXPERIENCE

Research Assistant | The University of New Mexico, Professor Marina Kogan **September 2018-Present**

- Analyzing big data from Twitter (9m+ tweets with 20+ features) during hurricane Irma and Harvey
- Implementing topic modeling techniques such as LDA and SVD to help determine the importance of different types of information during times of crisis
- Building classification algorithm to determine the success or fail of a tweet having lots of engagement during a times of crisis

Research and Development Intern | Sandia National Laboratories **May 2017-Present**

- Research and developed a real-time intrusion detection system using acoustic sensors and Arduino that is two orders of magnitude cheaper than the current deployed system; the research is published to Sandia's library
- Programmed large data collection system to monitor accuracy and determine normal environmental conditions of the sensor; setup machine learning algorithms such as KNN to test ability to predict intrusions
- Increased functionality of a large software program by developing a friendly graphical user interface; the software along with hardware aides in bomb detection; used statistical methods such as PCA to develop new features keeping 95% of the variance, helped filter out unneeded features to better classify objects
- Presented to development team and project leads to use Git version control over SVN; long term team of SVN immediately made the switch; the switch to Git immediately increased product documentation
- Granted security DoE L clearance to further assist organization on sensitive material

PROGRAMMING LANGUAGES

- Most experienced with Java/C#, C, and Python
- Some experience with MATLAB, Lisp, Haskell, and Assembly
- Dabbled in JavaScript, C++

ACHIEVEMENTS

Professional-Gamer **May 2015-May 2017**

- Team captain of nationally recruited competitive SMITE team of five players; the national league consisted of 50 individual players while SMITE has tens of millions of unique players
- Sponsored by gaming industries to professionally market and represent their brand while being spectated by over 50,000 people
- Traveled across the U.S. to compete in national level gaming competitions for large cash prize pools up to $150,000; persisted through a year's worth of qualifications and practice for chance to win largest prize

- Competed and led team to win SMITE World Championship in Atlanta Ga, January 2017, against the world's best teams; team origins were from the United States, Australia, and the United Kingdom