Wilson Glass

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EDUCATION

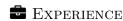
Northeastern University

Boston, MA

B.S. Computer Science & Mathematics; GPA: 3.52/4.00

Sep 2023 - May 2025

Division I — Varsity Rowing



Nasdaq Boston, MA

AI Software Engineer Intern - Nasdaq Labs

Jun 2025 - Aug 2025

- Built a retrieval-augmented-generation (RAG) multi-agent pipeline to automate the product development life cycle for the GENAI platform
- Partnered with a research group to prototype a multi-agent reinforcement learning environment, helping to establish a
 proof of concept for Markov Decision Processes inspired by new technologies

GALT Aero San Diego, CA

Software Engineering Internships

Feb 2023 - Aug 2023, Jun 2022 - Aug 2022

- Collaborated with 6 engineers to prototype SkyTower II features that helped GALT Aero win a short-list spot for a \$150M DoD unmanned-systems contract.
- Integrated, tested, and deployed software directly onto physical airplane pods, validating all features in production hardware environments.
- Built a Python/pytest suite with 100+ checks per merge; automated e-mails via Jenkins and cut manual QA time 80%.
- Migrated 6k-LOC Vue 2 UI to Vue 3 + Pinia, reducing load time 35% and enabling reusable components.
- Shipped operator-feedback micro-service (Autobahn + Redis) used at live flight-test events.
- Supported \$8.4 M prototype UAV pod; wrote Selenium front-end tests and Ansible build playbooks.
- Enhanced custom AWS speech-recognition model for pilot voice commands.

⟨⟩ Projects

Explainers — PyTorch, OmnixAI,

GitHub

Compared L2X vs SHAP to interpret pixels the model deemed most "important" by a regression model

Q-Game — TCP, WebSocket

GitHub

- Built a client/server framework where AI agents play a turn-based strategy game over TCP.
- Published a documented REST API and implemented real-time cheat detection.

Movie Recommender GitHub

Collaborative-filter engine: parsed ~10 k MovieLens ratings, cached per-movie similarities, and predicted unseen scores
with Pearson-correlation evaluation.

■ Relevant Coursework

AI & ML: Artificial Intelligence; Mathematics Behind ML

Algorithms & Theory: Algorithms & Data; Theory of Computation

Advanced Math: Advanced Linear Algebra; Statistics & Stochastic Processes; Group Theory

Software Engineering: Software Development (*Prof. Matthias Felleisen*)

SKILLS

Languages and Frameworks: Python · JavaScript/TypeScript · C/C++ · Java · Racket · Vue · React

Frameworks & Libraries: Flask · PyTorch · scikit-learn · Selenium · LangGraph · Pydantic · LangChain · Gunicorn

DevOps & Tooling: Docker · Jenkins · Ansible · Git · Linux/Bash · JIRA **Cloud & Data:** AWS (Bedrock, EC2, Lambda) · PostgreSQL/PGVector · Redis