CHARLES S. HARRISON

PRESENT ADDRESS
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EDUCATION
Brown University, Providence, RI - Current Undergraduate, 2015
- *Computer Systems* (CS 33) - Made a database of key-value pairs thread safe in C
- *Programming Languages* (CS 173) - Wrote an interpreter for a subset of Python
- *Computational Cognitive Science* (CLPS 1291) - Machine learning experience in Matlab with Neural Networks, k-means clustering, and Bayesian learaning.
- *Design and Analysis of Algorithms* (CS 157) - Studied dynamic programming, greedy algorithms, variable length encodings, hashing, and search problems.

SKILLS
Java, Python (Django), C, Javascript (jQuery), HTML + CSS, git, OCaml, Racket (Scheme), Scala, Matlab

EXPERIENCE
HEARO.FM
November 2011 - Present
Django Web Development
- Used Django, Javascript, HTML, and CSS in a social networking site for musicians: hearo.fm
- Wrote a fast and extensible ranking system for music discovery
- Built a backend system in Django for managing multiple groups and bands
- Refactored source JS to maintain state seamlessly with AJAX
- Taught and mentored fresh hires in the Summer of 2012

BROWN UNIVERISTY CS TEACHER ASSISTANT
August 2012 - Present
Teaching Assistant for CSCI0170 & CSCI0180 - Computer Science: An Integrated Introduction
- Taught students core Computer Science topics in personal office hours and labs
- Experienced in Java, Scheme (specifically: Racket), and OCaml
- Assisted the professor during lectures
- Course websites: cs.brown.edu/courses/cs017 & cs.brown.edu/courses/cs018

BRUKER DALTONICS
June - July 2010, June - August 2011
Internship on Mass Spectrometry
- Used analytic tools to test and develop an add-on to electrospray mass spectrometers, a FAIMS device (High Field Asymmetric Ion Mobility Spectrometer)
- Presented a poster at the 2010 FACSS (The Federation of Analytical Chemistry and Spectroscopy Societies) conference

THE RIVERS SCHOOL
March - June 2011
Student Computer Science Teacher
- Taught a group of 7 sophomores Python for their 2011 Spring trimester
- Students learned how to program 2D games (asteroids, etc.) using the Pygame library