

Kyle Headley

First Year PHD Student

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Objective	Looking for a summer internship working with emerging computer technologies. I'm currently working with functional languages and incremental computation. I like working on my own or doing support and coordination work for a team.		
Education	University of Colorado, Boulder		2015-Current
	<ul style="list-style-type: none">• GRE: 87+ percentile Quantitative and Verbal• Pursuing a PHD in Programming Languages		
	University of Maryland		2011-2015
	<ul style="list-style-type: none">• SAT: 2100+• Graduated with Dual Degree: BS Computer Science / BA Philosophy• Completed coursework in: java, C, asm, ocaml, systems, concurrency, data structures• CS GPA 3.7		
Papers (Extracurricular)	Student Research Competition, ICFP		September 2015
	<ul style="list-style-type: none">• Gave a talk on my own research, "Sparse Adapton", to the general audience• Presented a poster at the welcome reception		
	Programming Languages Lab at UMD		Fall 2014
	<ul style="list-style-type: none">• Put together a conference paper with a postdoc, accepted at OOPSLA• Writing, benchmarking and analysing state of the art software		
	Compilers Class		December 2013
	<ul style="list-style-type: none">• Wrote proposal for a student byte-code language based on stacks and hashtables		
	Philosophy Blog: http://www.bestthinking.com/thinkers/kyle-headley		
Projects	PennApps		September 2013
	<ul style="list-style-type: none">• Largest student Hackathon at the time• Awarded Prize for Best Use of Point.io API for our secure document viewer		
	Additional Hackathons:		2013-Current
	<ul style="list-style-type: none">• GlobalGameJam, MHacks, HackMIT, HackDuke, BitCamp, DaemonDash• Wide variety of hacks including platform game, natural language processing, mobile wifi communications, simulation, twitter aggregation, 3d visualizations		
	Past Projects and Skills		
	<ul style="list-style-type: none">• Prototyping projects: Web apps, Flash, 3D graphics, game redesign, video, physics sims, abstract API• C/C++, ASM, JAVA, Ocaml, Python, ColdFusion, Flex, SQL, ActionScript, Unity3D, HTML/JavaScript, Mathmatica, OpenGL, other APIs		
Work	Research Assistant		
	College Park, MD	PLUM Lab	2014-2015
	<ul style="list-style-type: none">• Worked with grad students, postdoc, professors, in a group of 10-20• Doing research, analysing, and benchmarking new technology• Created a graph visualization tool in HTML, 'graphmovie' on GitHub		
	Development Intern		
	College Park, MD	CattLab	2013-2014
	<ul style="list-style-type: none">• CattLab works with and stores nationwide traffic data• Worked with small team of 5 to develop and maintain traffic reporting software• Fixed minor issues for immediate deployment• Rewrote backend of system from ColdFusion to Django• Wrote PDF creator with ReportLab, logging system in Python• Migrated DB code from Postgres to MSSQL• Generated reports for the Governor of Maryland		