Glenn Wysen

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About me

I was born and raised in Seattle, WA. After graduating from Roosevelt High School I traveled down the coast to begin my undergraduate education at UC Berkeley (Go Bears!). That's where you'll find me now: spending my last year in the Bay taking classes, playing professional Ultimate Frisbee, and going camping with friends.

Areas of Interest

Computer Graphics

Computer Security

Data
Structures

Machine
Learning

Game Design

Astronomical Data
Visualization

Projects

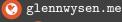
Built my own website from scratch which can be accessed at glennwysen.me

Built a mesh editor that can construct and edit 3D computer models. A write up for this project can be found on my website.

Coded a PAC-MAN agent that uses reinforcement learning to win any game of PAC-MAN. A link to this can also be found on my website.

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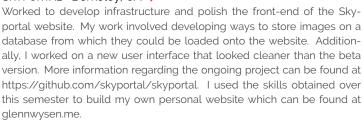
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WORK EXPERIENCE

Fall 2019

Undergraduate Software Developer

Skyportal · Berkeley, CA 💡





Solar Physics Lab Assistant

AIR FORCE RESEARCH LAB · Albuquerque, NM 9

Worked in the solar physics department studying the effects of solar irradiance variation on Thermosphere/Ionosphere models. My work involved programming in IDL to analyze solar irradiance data from several NASA satellites in order to build an accurate atmospheric model. This model is currently being used by the US Air Force to keep their low earth orbit satellites safe. Additionally, I compiled hundreds of thousands of data points into visuals for future users of the model.



Camp Counselor

YMCA CAMP ORKILA · Orcas Island, WA 💡

Worked with youth (ages 8-15) at a summer camp to develop their voices by leading open discussions and activities. Had to effectively communicate with up to 50 other staff members on a daily basis. Additionally, I worked for a week driving and maintaining the camp boat which carried kids to and from the island.







EDUCATION

2021 Computer Science and Astrophysics B.A. (In Progress)

UC Berkeley, CA 🏦

GPA: 3.5



LANGUAGES

Python
Java
C/C++
Go
HTML, CSS
Latex
Javascript
SQL

RELEVANT COURSEWORK

CS Computer Security, Foundations of Computer Graphics, Introduction to Artificial Intelligence, Designing Information Devices and Systems I and II, Machine Structures, Data Structures, The Structure and Interpretation of Computer Programs.

Astro Planetary Astrophysics, Science and Society, Introduction to Astrophysics I and II, Multivariable Calculus, Discrete Mathematics and Probability Theory, Electromagnetic Waves, Optics, Relativity, Heat Transfer, Mechanics, Wave motion, Quantum Physics

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