GLENN WYSEN

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EDUCATION

University of California, Berkeley   Berkeley, CA
BA Computer Science and Astrophysics *GPA: 3.6*   Aug 2017 - May 2021

WORK EXPERIENCE

Next Insurance (Insurtech startup in Palo Alto)   Palo Alto, CA
Software Engineer   July 2021 - July 2022

- Investigated screening logic in Kotlin and found that we were automatically declining anyone with a recent felony. Reworked the codebase to look closer at the data and not reject felonies that are low risk and disproportionately affect people of color.
- Built a Slackbot in Python to web scrape using Selenium and return results to a company slack channel every hour. Ended up saving employees on the Insurance Compliance Team 50 hours/week.
- Updated API endpoints to request more information about prospective insureds.
- Wrote an automated script in Python using Selenium and Pandas to fetch and format over 5,000 insurance forms every week. Maintained a database of uploaded documents for easy team access.
- Worked with SQL and Tableau to gather and organize data to respond to over 200 requests from various state departments of insurance.

SkyPortal   Berkeley, CA
Undergraduate Software Developer   Aug 2019 - Dec 2019

- Implemented database storage in Java for thumbnail images that were previously stored locally.
- Reworked the frontend user interface using HTML/CSS to be much cleaner than alpha version of website.
- Used the frontend skills obtained over the semester to build my own website – glennwysen.com

Air Force Research Lab   Albuquerque, NM
Solar Physics Lab Assistant   May 2018 - Aug 2018

- Studied the effects of solar irradiance variation on Thermosphere/Ionosphere models.
- Programmed in IDL to analyze solar irradiance data from several NASA satellites in order to build an accurate atmospheric model.
- Compiled millions of data points into simple visuals and graphs to help explain trends.

SKILLS

Programming Languages:	Python, Kotlin, Java, SQL, JavaScript/HTML/CSS, C++
Libraries and Interfaces:	Pandas, Jupyter Notebooks, Numpy, Astropy
Tools:	Git, Jira, Amazon Redshift, Tableau, Jenkins

PROJECTS

Personal Website *JavaScript/HTML/CSS*   https://glennwysen.com
Taught myself how to write JavaScript/HTML/CSS and made a simple website to host my other projects and share about myself.

Mesh Editor *C++*   https://glenn2763.github.io/CS-184-MeshEdit/
Built a mesh editor that can construct and edit 3D computer models. Implemented many linear algebra algorithms to create realistic simulations.

PAC-MAN AI *Python*   https://glenn2763.github.io/proj3cs188/
Wrote a PAC-MAN agent that uses reinforcement learning to play custom PAC-MAN maps. Used Q-Learning to train the agent over thousands of games and ended with an agent that can win any board state of PAC-MAN.