

GLENN WYSEN

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EDUCATION

University of California, Berkeley

BA Computer Science and Astrophysics *GPA: 3.6*

Berkeley, CA

Aug 2017 - May 2021

WORK EXPERIENCE

Next Insurance

Software Engineer

Palo Alto, CA

July 2021 - July 2022

- Investigated screening logic and found that we were automatically declining anyone with a recent felony. Changed this to look closer at the data and not reject felonies that are low risk and disproportionately affect people of color.
- Built a Slackbot 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.
- Used Cron Jobs, Selenium, and Pandas to fetch and format over 5,000 insurance forms every week. Maintained a database of uploaded documents for easy team access.
- Used SQL and Tableau to respond to over 200 data requests from various state departments of insurance.

SkyPortal

Undergraduate Software Developer

Berkeley, CA

Aug 2019 - Dec 2019

- Implemented AWS S3 database storage for thumbnail images that were previously stored locally.
- Reworked the frontend user interface 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

Solar Physics Lab Assistant

Albuquerque, NM

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 to help explain trends..

YMCA Camp Orkila

Unit Director

Orcas Island, WA

May 2017 - August 2017

- Worked with youth to develop their voices by leading open discussions and activities.
- Effectively communicated with up to 50 other staff members on a daily basis.
- Led a team of 6 other counselors and managed their work.

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

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.