# 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 third year in the Bay taking classes, playing professional Ultimate Frisbee, and hanging out with friends.

#### **Areas of specialization**

Computer Graphics

Planetary Astronomy Data
Structures Machine
Learning Game Design
Astronomical Data
Visualization

#### **Projects**

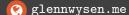
Built my own website from scratch which can be accessed at glennwysen.me

Built a path-tracer in C++ to render scenes with intricate lighting. My write up for this project can be found on my website.

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

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glenn2763

# Work Experience

#### Fall 2019

#### **Undergraduate 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 using the IDL programming language 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 · 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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