

Hawk Weisman

I'M A COMPUTER SCIENTIST, engineer, and researcher. I love solving interesting and challenging problems, learning new things, and making neat stuff. My primary interests are programming languages, systems programming and operating systems, and tools for software engineering.

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Skills

LANGUAGES *Fluent in Scala, Rust, Python, and Java; familiar with Haskell, Clojure, C, and R*
LIBRARIES *Frameworks: Scalatra, Bootstrap, Polymer; testing: ScalaTest, ScalaCheck, QuickCheck, JUnit, Mockito; other: Akka, Slick*
TOOLCHAIN *Build systems: Gradle, SBT, Ant, Cargo, Make; editors and IDEs: Atom, Sublime-Text, IntelliJ IDEA; collaboration: GitHub, GitLab, Jenkins, Travis*

Education

"Hawk has demonstrated excellent skills in software development in a variety of course projects ranging from small to large, and in his outside of class work experiences. Hawk is a highly motivated, knowledgeable, committed and determined individual, who is interested in the details of his work."

— A PROFESSOR

I'M PURSUING A BACHELOR OF SCIENCE in Applied Computing with a focus in Software Engineering. My coursework has included:

Data Structures and Algorithms	Computer Organization
Principles of Software Engineering	Operating Systems
Principles of Data Management	Introduction to Compiler Design
Programming Language Implementation	Robotics and Multi-Agent Systems

B.S. IN APPLIED COMPUTING
Allegheny College, Meadville, PA
Expected May 2016
GPA: 3.67

Experience

"Hawk is a talented programmer with a plethora of abilities and a deep understanding of the principles of Computer Science. He is quite competent, capable, and has the ability to communicate and work effectively as a team member."

— A COLLEAGUE

COFOUNDED A SMALL BUSINESS to develop and publish independently developed computer games, and designed and implemented a game engine in Scala, contributing over 9,000 lines of Scala source code to the project.

SPRING 2014 — ONGOING
MeteorCode Laboratories
<https://github.com/meteorcode/pathway>

DESIGNED AND IMPLEMENTED MNEMOSYNE, a new functional language intended for systems programming, implementing a compiler in Rust using LLVM, and wrote a language specification.

FALL 2015 — ONGOING
Senior Thesis at Allegheny College
<https://github.com/hawkw/mnemosyne>

DESIGNED AND IMPLEMENTED SEAX, a virtual machine-based runtime for programs in functional languages. Wrote the VM and a compiler for Scheme programs in Rust.

SPRING 2015
Independent Study at Allegheny College
<https://hawkweisman.me/seax>