# HARRISON J. GOLDSTEIN


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## EDUCATION

CORNELL UNIVERSITY, College of Engineering, Ithaca, NY
Pursuing Bachelor of Science in Computer Science: Class of 2018
G.P.A. 3.9/4.0

MANALAPAN HIGH SCHOOL, Science and Engineering Learning Center, Englishtown, NJ
Diploma: June 2014

## RELEVANT COURSEWORK

Honors Object Oriented Programming and Data Structures, Digital Logic and Computer Organization, Foundations of Engineering Leadership, Discrete Structures, UNIX Tools and Scripting

## WORK EXPERIENCE

**Developer** TIMAN LLC, Freehold, NJ Summer 2014-Present

- Built systems to automate financial data acquisition and manipulation, for more efficient company stock valuation.
- Began with a Python web scraper that obtained data for analysis, but faced problems making code compatible with both Windows and OSX.
- Successfully completed the cross-compatible Python scraper over the course of 2 months.
- Later created a Java version of the scraper which included a JavaFX GUI and more efficient scraping.

## PROJECTS

**Designer** ASL Interpreting Glove Fall 2013

- Worked with a partner to design and build a glove that interpreted American Sign Language letters.
- Designed and built sensor circuits for measuring features of hand positions, including finger bend and finger proximity.
- Wrote code in C that read data from a TI-MSP430 microcontroller, and code in Python that interpreted those signals based on mathematical models.
- Project was completed in the Science and Engineering Learning Center at Manalapan High School.

**Programmer** an\note Fall 2014

- Worked with a team to create an\note, a note-taking web application created for High School and University students.
- Built Javascript interpreter that converted plaintext input into formatted and organized output. Also worked on HTML and CSS elements of the site.
- Project was completed at Big Red Hacks 2014 over the course of 48 hours.

**Programmer** n-Body Simulation Spring 2014

- Worked with a partner to create a Python simulation of the ï-body problem; a common problem in physics that can be modeled as n planets in gravitational orbit.
- Used the classical Runge-Kutta method to calculate planet positions over time, and vPython to generate a 3D graphical representation.
- Project was completed in the Science and Engineering Learning Center at Manalapan High School.

## HONORS AND AWARDS

Eagle Scout, Boy Scouts of America
AP Scholar with Distinction, College Board
State 1st Prize Engineering Design, Technology Students Assn.

## SKILLS AND COMPETENCIES

Java 7 and 8, Python 2.7 and 3.4, C++, HTML5, CSS3/SASS, LaTeX
Circuit Prototyping, 3D Printing Design, Object Oriented Programming
Soldering, Carpentry, Machining
Public Speaking