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

- Designed systems to automate financial data acquisition and manipulation, for more efficient company stock valuation.
- Created a Python web scraper and resolved compatibility issues between Windows and OSX. The Python portion was completed over the course of two months.
- Created a Java version of the scraper which included a JavaFX GUI and more efficient scraping.

PROJECTS

Designer ASL Interpreting Glove Fall 2013

- Partnered with a fellow student 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.
- Developed 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

- Collaborated with a team to create an\note, a note-taking web application created for High School and University students.
- Designed a 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

- Partnered with a fellow student to create a Python simulation of the n̈-body problem̈, 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