

Joshua Reichler

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EDUCATION

CORNELL UNIVERSITY

BA IN COMPUTER SCIENCE

Expected Jan 2016 | Ithaca, NY

College of Arts and Sciences

Major: Computer Science

Dean's List (all semesters to date)

Cum. GPA: 3.93

COURSEWORK

OOP and Data Structures

Functional Programming

Discrete Structures

Natural Language Processing

Machine Learning

Foundations of AI + Practicum

Introduction to Computer Graphics

Interactive Computer Graphics

Introduction to Analysis of Algorithms

Systems Programming

Introduction to Phonetics and Phonology

Introduction to Syntax and Semantics

Fall 2015 Courses:

Operating Systems

Computational Linguistics

Probability Models and Statistics

SKILLS

PROGRAMMING

Java • OCaml • Python

C • C++ • C#

JavaScript • HTML • CSS

LaTeX • GLSL

Assembly • Shell

SOFTWARE

ASP.NET MVC • jQuery

Git • GNU Linux

OpenGL • three.js

INTERESTS

COMPUTING

Natural Language Processing

Machine Learning

Computer Graphics

MISCELLANEOUS

Tuba

Board Games

EXPERIENCE

EPIC SYSTEMS | SOFTWARE DEVELOPMENT INTERN

Summer 2015 | Verona, WI

Created a personal diary application for patients of chronic illnesses, especially chemotherapy patients, and integrated it with the existing software's patient portal. Designed app to be a safe space for patients in the darkest time of their lives. Balanced existing design of the patient portal with new concepts.

CORNELL UNIVERSITY ROBOT LEARNING LAB | RESEARCH INTERN

Summer 2014 | Ithaca, NY

Built prototype of online app for the Robobarista project to crowdsource the process of teaching robots to interact with everyday objects in their environment. Designed and implemented a system that allows interactive and fine-grain teaching of gripper trajectories in order to teach robots manipulation motion plans for common objects.

CS3110 COURSE STAFF | CONSULTANT

Fall 2014, Spring 2015 | Ithaca, NY

Assisted in teaching and grading CS 3110 - Data Structures and Functional Programming. Held office hours and graded assignments and exams. Helped students grasp the functional programming paradigm and the differences it entails from the imperative paradigm, as well as the differences in data structures involved.

CORNELL DINING | STUDENT WORKER

Fall 2012 - Present | Ithaca, NY

Assist in the operation of the Robert Purcell Marketplace Eatery. Maintain standards for safety in food service and regularly interact with dining hall patrons to provide a positive dining experience.

Training Captain (2013-2015): Trained new workers and supervised setup and cleanup operations.

EXTRA-CURRICULAR ACTIVITIES

CORNELL PEP BAND | TREASURER

Spring 2014, Fall 2014

Formulated budget and applied for funding for the Pep Band, cooperating with the Pep Band Manager and the Alumni Association. Supervised and coordinated spending for the band.

CORNELL MARCHING BAND: | TUBA SECTION LEADER

Spring 2014, Fall 2014

Provided leadership for the tuba section and organized social events with other campus groups and alumni.

PROJECTS

WHITE-OUT | INTERACTIVE COMPUTER GRAPHICS FINAL PROJECT

Spring 2015

Created a small 3D game in Java and OpenGL featuring particle systems capable of simulating heavy snowfall and dynamic terrain to simulate snow building up on the ground.

REDDIT: MASS MIND OR MAVERICK? | MACHINE LEARNING FINAL PROJECT

Fall 2014

Gathered large numbers of posts from two subreddits (subcommunities) of Reddit, a large content sharing site, and attempted to predict which would be popular. Was able to successfully predict over 70% of popular posts using machine learning techniques.