Jeremy Glebe

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Find me online!

- jeremyglebe.com
- github.com/jeremyglebe
- drowsyprof.itch.io
- linkedin.com/in/jeremy-glebe-7630a6221

Education

Summary

I hold a Bachelor of Science in Computer Science from Midwestern State University. This year I will be obtaining a M.S. degree in Computer Science from the University of North Texas.

Details

University of North Texas, Denton, TX. September 2020 - Present

- Seeking Master of Science, Computer Science.
 - o 21 credit hours earned. (+6 transferred for a total of 27)
 - o 3.571 GPA

Midwestern State University, Wichita Falls, TX. August 2016 - May 2020

- Bachelor of Science, Computer Science. Graduated December 2019.
 - 3.742 GPA, 3.943 Major GPA
- Sought Master of Science, Computer Science.
 - o 9 credit hours earned. (I transferred to UNT)
 - 4.000 GPA

Collegiate Activities

- ACM Officer, Fall 2019-Spring 2020
 - Association for Computing Machinery
 - Served as MSU ACM Chapter's Webmaster
- SOAR Scholar, 2016-2019
 - Scholarship Opportunities for Academic Recognition
 - Scholarship program at Midwestern State University
- Upsilon Pi Epsilon Member, 2019-2020
 - International Honor Society for the Computing and Information Disciplines
 - o MSU chapter president, Spring 2020

Skills

Advanced Skills

Below are my best skills - the subjects and tools I am most comfortable with.

Computer Science

- **Mobile Applications.** Design, implementation, and porting between devices of mobile applications and games. Examples and projects found on my linked GitHub. 4 years of private app contracting experience.
- **Web Services & Protocols.** Establishing and maintaining server/client connections and transferring data over the web. Providing and utilizing web APIs. (Including RESTful APIs)
- **Object Oriented Programming.** Extensive use of all OOP concepts, including numerous public projects, as well as study and experience in programming paradigms and programming language design.
- **Concurrent Programming.** Including multi-threading, coroutines, futures/promises, shared memory, and message passing. Very experienced in event-driven programming.

Development Tools

- Languages: Javascript, Typescript, Python, C++, Bash, HTML, CSS
- Frameworks & Libraries: Angular
- Databases & Servers: Firebase, NodeJS, Express
- Editors & IDEs: Visual Studio Code
- App & Game Engines: Ionic, Phaser
- Version Control: Git, GitHub

Basic Skills

Below are skills with which I have some experience.

Computer Science

- **Software Engineering.** 4 years of professional experience developing production applications. Additionally, general knowledge from 6 years of studying software development.
- Systems Automation. Experience from Big Data and Al classes at UNT.
- **Functional Programming.** Including untyped programming, lambda calculus, pattern matching, and recursion.
- **Logical Programming.** Including propositional and predicate logic, higher order predicates, grammars, and parsing.

Development Tools

- Languages: C, PHP, Java, C#, Go, Perl, Assembly, Dart, Lua, Julia, Haskell, Prolog, Swift
- Frameworks & Libraries: React, Vue, P5.js
- Databases & Servers: SQL (MySQL), MongoDB
- Editors & IDEs: Visual Studio, Netbeans, PyCharm, Android Studio, XCode

App & Game Engines: Unreal Engine
 Version Control: SVN, TortoiseSVN

Work Experience

Summary

I have been working in education in some form (tutoring, assistantships, teaching) for 4 years. I worked at Midwestern State University in various roles (including teaching) and I currently work at a private K-12 school called Dexter. I have also been self-employed a private app contractor for 4 years.

Software

Self-Employed Mobile App Contracts January 2018 to Present

- Simple church webapp for information and directions to the the church, as well as a dynamic gallery/music page
- Contractor app for moving company which included gps navigation & tracking
- Employee management app with job status, reporting, clocking in/out, photo uploads, php/sql backend

Teaching

Dexter K-12 School, Wichita Falls, TX

Email: becca@dexterlearning.com; Phone: 940-613-0123

Educator October 2021 to Present

- Instruction of students from 5th-12th grade in Computer Science topics
- Design and implementation of CS curriculum for all grade levels
- Teaching the following courses: AP Computer Science, Advanced Computer Science Foundations,
 Mobile Game Design, Robotics, 3D Printing
- Tutoring students in the following courses: Computer Science Foundations, Scratch Programming

University of North Texas

Computer Science and Engineering Department, Denton, TX

Email: cse@unt.edu; Phone: 940-565-2767

Instructional Assistant September 2020 to Present

- Assisting instructors as needed in the operation or management of their course.
- Grading of assignments for courses including Systems Programming, Computer Science II, and graduate Programming Languages
- Tutoring students in the courses I graded for

Midwestern State University

Computer Science Department, Wichita Falls, TX

Email: catherine.stringfellow@msutexas.edu, Phone: (940) 397-4702

Adjunct Professor Jan 2021 to July 2021

• Designed course material for courses and instructed classes of students ranging from freshmen to seniors.

 Created all course material for an entirely new senior level course (CMPS 4443 Mobile Game Production)

· Assisted in running university events such as the MSUTexas Game Jam

Graduate Assistant Jan 2020 to May 2020

- Assist with departmental research projects.
- General tutoring for computer science undergraduates.
- Prepare, instruct, and grade labs for Computer Science I undergraduate courses.

Supplemental Instructor Jan 2019 to Dec 2019

- Assist professor in instructing students in 1063 Data Structures & Abstract Data Types.
- Tutor students outside of class.
- Prepare and run separate study sessions to cover material students may struggle with.

Lab Tutor Aug 2018 to Dec 2018

• Helped explain concepts and assignments to computer science students.

Midwestern State University

Physics Department, Wichita Falls, TX

Email: physics.program@msutexas.edu, Phone: (940) 397-4184 Lab Instructor June 2018 to August 2019

- Prepare and teach lab instruction and experimentation for Physics I & II.
- Assist students who are struggling with Physics concepts.
- Grading all assignments for the lab section.