# John C. Kolesar

AKW 211, 51 Prospect Street, New Haven, CT 06511

③ 301-503-5299 (cell) ■ 対 jkolesar98@gmail.com, john.kolesar@yale.edu

1 johnckolesar.github.io

# **Education**

**Yale University** 

New Haven, Connecticut

Ph.D., Computer Science

2020-2026 (anticipated)

2016-2020

Advisor: Ruzica Piskac

Earned M.S. en route to Ph.D. in 2022

Cornell University Ithaca, New York

Bachelor of Arts with Distinction in All Subjects

Majors:

• Mathematics (Magna cum Laude, Computer Science concentration)

• Classics (Latin concentration)

Minors:

• Computer Science

• Philosophy

Cumulative Grade Point Average: 3.97

Computer Science GPA: 4.02

Honors

Phi Beta Kappa

Cornell University College of Arts & Sciences

2020

**Nathan Hale Associates Fellow** 

Yale Graduate School of Arts & Sciences

2021

Arts & Sciences Dean's List

Cornell University

All available semesters

Graduate Course Work Performance

Grade of H (maximum grade for Yale GSAS) in all graded graduate courses

# **Research Interests**

- Formal Methods
- Program Verification
- Symbolic Execution
- o Automatic Program Repair
- Software-Defined Networking
- Cryptography
- Competitive Programming

### **Publications**

- o John C. Kolesar, Ruzica Piskac, William T. Hallahan. Checking Equivalence in a Non-strict Language. OOPSLA, 2022.
- o Jialu Zhang, De Li, John C. Kolesar, Hanyuan Shi, Ruzica Piskac. Automated Feedback Generation for Competition-Level Code. ASE, 2022.

# **Industry Work Experience**

## Microsoft One Engineering System

Research Intern, Remote Summer 2022

Supervisor: Josh Becker Mentor: Grant Holliday

#### Aretec Inc.

Summer 2018, Summer 2019 Big Data Software Application Developer

Contractor for U.S. Securities and Exchange Commission

New York City (2018) Washington, D.C. (2019)

# **Teaching Experience**

# Graduate Teaching Fellow at Yale University.....

## **CPSC 458: Automated Decision Systems**

Taught by Stephen Slade Spring 2024

## CPSC 323: Introduction to Systems Programming and Computer Organization

Taught by James Glenn and Jay Lim Fall 2023

# CPSC 484/584: Introduction to Human-Computer Interaction

Taught by Marynel Vázquez Spring 2023

#### CPSC 435/535: Building an Internet Router

Taught by Robert Soule Fall 2022

# CPSC 433/533: Computer Networks

Taught by Anurag Khandelwal Spring 2022

#### CPSC 323: Introduction to Systems Programming and Computer Organization

Taught by Ruzica Piskac and Rob Brunstad Fall 2021

Undergraduate Teaching Assistant at Cornell University

# CS 3110: Data Structures and Functional Programming

Taught by Nate Foster Spring 2020

# CS 4820: Introduction to Analysis of Algorithms

Taught by Eva Tardos Fall 2019

#### CS 3110: Data Structures and Functional Programming

Taught by Michael Clarkson Fall 2018

#### CS 2112: Honors Object-Oriented Design and Data Structures

Taught by Dexter Kozen Fall 2017

# Other Work, Research, and Volunteering Experience

**Cornell University** Ithaca. New York Computer Science Research

Research Advisor: Nate Foster

Subject: Software-Defined Networking with P4

**Tenley Achievement Program** 

Office Manager

Yale University Computer Science Department Graduate Student Advisory Committee Member

Yale University Computer Science Department

New Ph.D. Student Mentor

**National University of Colombia** 

Web Chair for LPAR 2023

Squash Haven

Volunteer Tutor (Computer Science, Mathematics)

Yale University Computer Science Department

Website Manager for Formal Methods Meetup 2023

Yale University Computer Science Department

Ph.D. Student Buddy for Admitted Student Day

Fall 2019, Spring 2020

Washington, D.C.

Summer 2017

New Haven. Connecticut

2023-2024 Academic Year

New Haven, Connecticut

2023-2024 Academic Year

Manizales, Colombia (remote)

June 2023

New Haven, Connecticut

Spring 2023, Fall 2023

New Haven, Connecticut

October 2023

New Haven. Connecticut

Spring 2022

### Skills

- o Proficiency in Java, C, C++, OCaml, Q, Haskell, Python
- o Experience with JavaScript, TypeScript, Dafny, Coq, Standard ML, C#, Kusto
- o Experience with SMT solvers, Excel, LaTeX, Unity, Blender, VirtualBox, Docker