

Jack Schluger

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EDUCATION

Cornell University, Ithaca, NY

August 2017 – May 2021

- Bachelor of Arts in Computer Science and Mathematics
- GPA: 4.15

Stuyvesant High School, New York, NY

September 2013 – June 2017

- GPA: 97.0

RELEVANT COURSEWORK

Sophomore: Functional Programming & Data Structures, Introduction to Number Theory, Multivariable Calculus.

Freshman: Object-Oriented Programming & Data Structures, Discrete Structures, Linear Algebra, Networks, Calculus II.

RESEARCH EXPERIENCE

Cornell Tech, Research Intern

June 2018 – August 2018

- Full stack development of a web application to collect data for Natural Language Processing research:
 - Developed an online real-time two player game in Unity with a natural language component; created web application in Flask to host the game and maintain a SQLite database of user interactions; used Amazon Mechanical Turk to find players to generate data.
- Advised by Professor Yoav Artzi.

EXTRACURRICULARS

Cornell App Development Project Team, iOS Developer

January 2017 – Present

- Create iOS applications to benefit the Cornell community.
- Currently working on Pollo, listed under Projects

Cornell Association of Computer Science for Undergrads, Member

August 2017 – Present

- Attend tech talks, advising events, and other workshops run by my peers.

Cornell Fashion Collective, Member

August 2017 – May 2018

- Member of Social and Recruitment Team; responsibilities include recruiting models for and coordinating set up of our annual fashion show, which showcased the work of 30 student designers.

PROJECTS

Pollo, <https://github.com/cuappdev/clicker-ios>

March 2018 – Present

- Implement iOS side of the app, which provides a free alternative to iClicker, an expensive device professors use for polls and quizzes during lectures.
- Work with the backend team to implement communication with a PostgreSQL database server for data storage and web sockets for real-time updates
- Work with the design team to implement an intuitive UI.

BitPredict, <https://github.com/jschluger/BitPredict>

December 2017

- Created an iOS application to predict the future price of Bitcoin using market sentiment.
- Implemented with Core Data for data persistence, Charts pod to display data, and network API integration.

Map of Stuyvesant High, <https://github.com/nfichter/ALMOND>.

June 2017

- Created an interactive map of Stuyvesant to assist visitors and new students getting around the school.
- Implemented using a Flask application with Python and JavaScript.

Graphics Engine, <https://github.com/jschluger/mdl-animation>

May 2017

- Built a Graphics Engine in C with capability to create GIF animations.

TECHNICAL SKILLS

Languages: Regular Use: Python, Swift, C#, JavaScript. Less Recent Use: Java, C.

Development: iOS Development, Web Development, Unity Game Development.

Tools: LaTeX, Flask, git, emacs, xCode, Unity, HTML/CSS.

Programing Paradigms: Object-Oriented Programing, Functional Programing.

Foreign Languages: Italian.