

Jack Schluger

Campus Address

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Permanent Address

230 Beach 142nd St.
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EDUCATION

Cornell University, Ithaca, NY

August 2017 – May 2021

- Bachelor of Arts in Computer Science and Mathematics
- GPA: 4.06

Stuyvesant High School, New York, NY

September 2013 – June 2017

RELEVANT COURSEWORK

Sophomore: Functional Programming & Data Structures, Systems Programming, Introduction to Number Theory, Basic Probability, Multivariable Calculus

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

RESEARCH EXPERIENCE

Cornell Tech, Undergraduate Researcher

January 2019 – Present

- Performing ongoing research into how an artificially generated version of the Natural Language for Visual Reasoning dataset (nlvr.ai) can be used to understand and improve deep neural networks engineered for NLVR and related visual question answering tasks.
- Advised by Professor Yoav Artzi.

Cornell Tech, Research Intern

June 2018 – August 2018

- Full stack development of a web application to collect data for Natural Language Processing research:
 - Developed player game in Unity WebGL with a natural language component, with real-time online gameplay implemented via web sockets.
 - Created web application in Flask to host the game and maintain a SQLite database of user interactions.
- Advised by Professor Yoav Artzi.

SOFTWARE DEVELOPMENT EXPERIENCE

Cornell App Development Project Team, iOS Developer

January 2018 – December 2018

- Created iOS applications to benefit the Cornell community.
- Worked on Pollo, an app for real-time polling in situations from quizzes during a class lecture to voting in a board meeting: <https://github.com/cuappdev/pollo-ios>
 - Implemented the iOS aspect of the app.
 - Worked with the backend team to implement communication with a PostgreSQL database server for data storage, using web sockets for real-time updates.
 - Worked with the design team to implement an intuitive user experience.

PROJECTS

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

May 2017

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

CAMPUS INVOLVEMENT

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.

TECHNICAL SKILLS

Languages: Python, OCaml, C, Swift, C#, JavaScript, Java.

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

Programing Paradigms: Object-Oriented Programing, Functional Programing.

Foreign Languages: Italian.