

Jack Schluger

Campus Address

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Permanent Address

230 Beach 142nd Street
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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 artificially generated data can be used to improve performance on the task posed by the Natural Language for Visual Reasoning dataset (<http://lic.nlp.cornell.edu/nlvr/>).
- 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: *Regular Use:* OCaml, Swift, Python. *Less Recent Use:* C#, JavaScript, Java, C.

Tools: *Regular Use:* git, emacs, xCode, LaTeX. *Less Recent Use:* Flask, SQL, Unity, HTML/CSS.

Development Types: *Regular Use:* iOS Development. *Less Recent Use:* Web Development, Unity Game Development.

Programing Paradigms: Object-Oriented Programing, Functional Programing.

Foreign Languages: Italian.