# J. Hassler Thurston

34 Wild Berry Lane | Pittsford, NY 14534 | 585-506-5937
jthurst3@u.rochester.edu | hasslerthurston.com | github.com/jthurst3

## INTERNSHIP QUALIFICATIONS

- Proficient in Java, Python, HTML/CSS/Javascript, Mathematica; knowledge of C, Scheme, Prolog, Matlab/Octave, Ruby
- Broad knowledge of an array of topics in Computer Science, from artificial intelligence and machine learning to natural language processing and data science
- Proven independent initiative problem solving skills demonstrated in achievements through online coursework and projects
- Confident communicator with clear speaking and listening abilities, enhanced through public speaking courses and nonviolent communication training

## COMPUTER SCIENCE EDUCATION

**University of Rochester,** Rochester, NY
**Bachelor of Science in Computer Science,** Expected May 2017
- GPA 4.0

**Rochester Institute of Technology,** Rochester, NY
**Coursework included Computer Science, Mathematics, and Chemistry,** 2009-2012
- GPA 4.0

## SELECTED COMPUTER SCIENCE AND MATHEMATICS COURSES

- Computation and Formal Systems; *Current courses*: Web programming, Artificial intelligence, Computer models and limitations (University of Rochester)
- Natural Language Processing, Machine Learning, Introduction to Data Science, Startup Engineering, Computer Networks (Coursera)
- Introduction to Artificial Intelligence (Stanford University/Online)
- Discrete Mathematics, Number Theory, Abstract Algebra (Rochester Institute of Technology)

## SELECTED PROJECTS

- **The Unsolved Problems Database —** created website using HTML/CSS/JS with NodeJS and MongoDB as a resource for people to learn about, create, discuss, and solve unsolved problems (e.g. learn about the Collatz Conjecture at unsolveddatabase.org/problem/collatz). Website: unsolveddatabase.org; code at github.com/jthurst3/unsolveddatabase
- **Computer Music —** created Mathematica code to output short musical compositions (violin duets, string quartets, fiddle tunes) with use of melody, harmony, and counterpoint
- **Automata Game —** created unique turn-based board game using cellular automata; inspired by John Conway's "Game of Life" and Coursera's Model Thinking class. Website: hasslerthurston.com/automata; code at github.com/jthurst3/automata_game
- **Graph Theory —** submitted "Optimal k-Rankings for Hypergraphs" to 2011 Intel Science Talent Search

## COMMUNITY INVOLVEMENT

**M.K. Gandhi Institute for Nonviolence,** Rochester, NY
**Nonviolence Intensive Program,** Summer 2013
- Participated in a week-long program to learn and help spread the nonviolence philosophies of Gandhi and King, as well as become adept at nonviolent communication