J. Hassler Thurston

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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

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 Mathematics, Chemistry, Psychology, and Public Speaking 2009-2012
- GPA 4.0

SELECTED COMPUTER SCIENCE AND MATHEMATICS COURSES

- Computation and Formal Systems; *Current courses*: Artificial intelligence, Computer Models and Limitations, Honors Calculus IV (University of Rochester)
- Natural Language Processing, Machine Learning, Introduction to Data Science, Startup Engineering, Computer Networks; *Current courses*: Compilers (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

COMMUNITY INVOLVEMENT AND AWARDS

RocHacks Spring 2014 Hackathon, University of Rochester **(**April 12-13 2014)
- Best Use of SendGrid API

HackNY Spring 2014 Hackathon, Columbia University **(**April 5-6 2014)
- Best Command-Line Interface (with Daniel Scarafoni)

CS Games, Montreal, QC **(**March 21-23, 2014)
- 3rd place, Relay Programming (with Dan Hassin and Joseph Brunner)

Tutor, Computer Science Undergraduate Council, University of Rochester **(**Spring 2014)