Porter Glines

208-380-2898

Education

May 2022 — **Masters of Computer Science | Idaho State University**

- 4.0 GPA, *Phi Kappa Phi*
- Thesis: *Imposing Structure on Generated Sequences: Constrained Hidden Markov Processes*
- Graduate Teaching Assistantship Grant 2020-2022
- Outstanding Graduate Student 2021-2022
- Related coursework: Computational Theory, Software Testing, Empirical Software Engineering, Advanced Algorithms, Machine Learning, Compilers, Operating Systems, Systems Analysis and Design

Dec 2019 — **Bachelor of Computer Science | Idaho State University**

- Graduated ***cum laude*** with a minor in ***Mathematics***

Experience

Fall 2019 - May 2022 — **Research and Teaching Assistant | Idaho State University**

- I was a research and teaching assistant to Dr. Paul Bodily for multiple courses including: Computational Theory and Machine Learning. (tutored for upper-division and graduate level courses)

Aug 2019 - Oct 2019 — **IT Student Supervisor | Idaho State University**

- I was responsible for supervising and training IT Support Technicians at ISU.

Sept 2016 - Aug 2019 — **IT Support Technician | Idaho State University**

- I retained knowledge of numerous ISU systems and processes as well as in-depth knowledge of Windows and MacOS in order to support users across the entire campus.

Publications

Glines, P., Griffith, I., & Bodily, P. M. (2021). Software Design Patterns of Computational Creativity: a Systematic Mapping Study. *Proceedings of the 12th International Conference on Computational Creativity*, pages 218-221.

Glines, P., Biggs, B., & Bodily, P. M. (2020). A Leap of Creativity: From Systems that Generalize to Systems that Filter. *Proceedings of the 11th International Conference on Computational Creativity*, pages 297-302.

Glines, P., Biggs, B., & Bodily, P. M. (2020). Probabilistic Generation of Sequences Under Constraints. *Proceedings of the 1st Intermountain Engineering, Technology, and Computing Conference*, pages 135-140.

Bodily, P. M., Glines, P., & Biggs, B. (2019). "She Offered No Argument": Constrained Probabilistic Modeling for Mnemonic Device Generation. *Proceedings of the 10th International Conference on Computational Creativity*, pages 81-88.

Skills

Leadership

- In the process of earning the rank of ***Eagle Scout***, I led a team up the Jackson Trailhead in Pocatello to improve the drainage on a quarter mile length of trail. The project was approved and documented by the US Forest Service.

Communication

- By working as an IT Student Supervisor, I've become comfortable speaking and interacting with customers and users over the phone and in person. I've also become comfortable working as a team to solve desktop related problems.

Fields of Interest

- Computer Science, Machine Learning, Horticulture, Mountain Biking, Snowboarding, Backpacking

Personal Information

- 208-380-2898
- porterglines@gmail.com
- 1608 S. Von Elm St. Pocatello, ID. 83201
- https://github.com/po-gl

Languages

Python	2,900 lines
Rust	8,000 lines
Java	7,500 lines
Swift	3,500 lines
C++	2,250 lines
JavaScript	400 lines

Familiar With

- Scrum
- Test-driven Development
- Vim
- UNIX command-line
- Microsoft PowerShell
- BASH Scripting
- Windows Operating system and deployment tools
- MacOS
- SQL