Porter Glines

208-380-2898 | porterglines@gmail.com

Education

Master of Computer Science • Idaho State University

May 2022 • Pocatello, ID

- · 4.0 GPA, Phi Kappa Phi
- Outstanding Graduate Student 2021-2022
- Graduate Teaching Assistantship 2020-2021 and 2021-2022

Bachelor of Computer Science • Idaho State University

Dec 2019 • Pocatello, ID

· 3.6 GPA Graduated cum laude with a minor in Mathematics

Experience

Research and Teaching Assistant • Idaho State University

Oct 2019 - May 2022 • Pocatello, ID

- Collaborated on generative machine learning models in *Python* and *Rust* which led to *4 peer-reviewed publications*
- Spearheaded research projects resulting in ISU establishing a place at the *International Conference on Computational Creativity* (ICCC) as well as a local conference (i-ETC)
- Tutored and graded 186 students in upper-division/graduate courses, including Computational Theory, Advanced Algorithms, Computational Creativity, and Machine Learning

IT Student Supervisor • Idaho State University

Sep 2016 - Oct 2019 • Pocatello, ID

- Updated PowerShell scripts to facilitate university labs' Windows version transition
- Successfully managed and resolved IT issues for staff and faculty, demonstrating strong problem-solving and troubleshooting skills
- · Implemented training programs, resulting in improved technical expertise of technicians

Projects (hosted on GitHub)

Pomodoro: iOS/watchOS Tasks and Focus Timer App

2023 - 2024

- Closely models the Pomodoro technique developed by Francesco Cirillo to enhance focus, increase decision awareness, and alleviate mental fatigue
- Maintain checklist of tasks/projects and reflect on results in data visualizations
- Written in Swift using SwiftUI, UIKit (supplemental), Core Data (CloudKit), and SwiftUI
 Charts with a back end notification service written in Rust using Tokio concurrency

Thoughts: Mind Map Generating Web App using GPT-4

2023

- Generate mind maps using OpenAI's GPT-4 function calling API for constrained output
- · Organize and manipulate nodes with a performant node-based editor
- Written in TypeScript using Node.js, Express.js, React, React Flow, and Vite

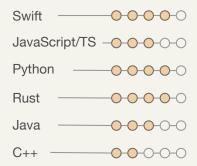
Skills

SwiftUI • UIKit • Core Data • SwiftUI Charts • Combine • Swift Concurrency • Dispatch (GCD) • XCTest • RESTful APIs • GraphQL • MongoDB • SQL • Functional Reactive Programming • React • Node.js • Express.js • Docker • Machine Learning • Agile / Scrum • Clean Code • Test-Driven Development • CI/CD • Unix command line • Git

Links

github.com/po-gl linkedin.com/in/porter-glines porterglines.com

Languages



Relevant Coursework

Computational Theory

Advanced Algorithms

Data Structures

Software Testing

Machine Learning

Empirical Software Engineering

Database Design and Implementation